The UK's best kids' videogames magazine!

NO.1 For Pokémon!

Pokémon World

ISSUE 84

Pokémon Ranger: Shadows of Almia

- Extra missions exposed!
- Learn about Pokémon Assists!
- Know your Capture Cards!

3 PAGES OF HINTS, TIPS & STRATEGY!

Banjo-Kazooie: Nuts & Bolts

- Giant review!
- Pull-out poster!
- Movies on the DVD!
- Win games & an Xbox 360!

WOW!

IT'S GOT 2 CAMERAS!

- Brand new Nintendo DSi exposed inside!

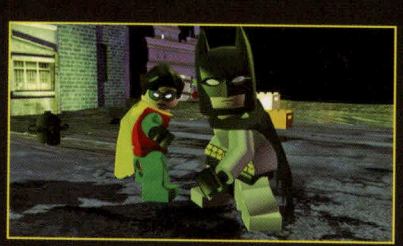
ISSUE 84 £3.99

HEROES OR VILLAINS?

WHY CHOOSE ONE WHEN YOU CAN BE BOTH?

LEGO BATMAN™ THE VIDEOGAME

WWW.LEGOBATMANTHEVIDEOGAME.CO.UK



Master unique super-hero power-suits, moves, gadgets and weapons.

Explore your mischievous side as you wield the powers of your favorite villains.

Games for Windows · XBOX 360 LIVE · PLAYSTATION 3 · PSP · PlayStation 2 · NINTENDO DS. · Wii · T games · DC · WB INTERACTIVE ENTERTAINMENT

7+ www.pegi.info

LEGO BATMAN: THE VIDEOGAME Software © 2008 TT Games Publishing Ltd. "PS", "PlayStation", "PLAYSTATION", and PSP are trademarks or registered trademarks of Sony Computer Entertainment Inc. PLAYSTATION®3 system - online access requires broadband Internet service and a wireless access point or LAN. Certain limitations apply to Wi-Fi connectivity. User is responsible for Internet service fees. PSP® system - Memory Stick Duo(tm) may be required (sold separately). PLAYSTATION® Network Purchase or use of this item is subject to the PLAYSTATION® Network Terms of Service and User Agreement. This item has been sublicensed to you by Sony Computer Entertainment America. NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. © 2008 Nintendo. Microsoft, Windows, the Windows Vista Start button, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. All other trademarks and copyrights are the property of their respective owners. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of the LEGO Group. © 2008 The LEGO Group. All Rights Reserved. All other trademarks and copyrights are the property of their respective owners.

LEGO, the LEGO logo and the Minifigure are trademarks of the LEGO Group © 2008 The LEGO Group. All Rights Reserved. BATMAN and all related characters and elements are trademarks of and © DC Comics.
WB SHIELD: (tm) & (c) Warner Bros. Entertainment Inc.
(s08)

Where has the year gone, eh, readers? Here we are already with an issue packed with Christmas cheer! Okay, it's not Christmas just yet, but in this mag you will find games, toys and cards that you will want to be adding to your Christmas wish list. Plus, we've got a super-cool DVD free in the bag that has all the big games you will be playing this Yuletide. Pokémon Ranger: Shadows Of Almia and the new Mystery Dungeon games are on there, so make sure you check it out! All of this, plus your regular Design-A-Monster, Pika Pics and Ask Professor Yew. Enjoy!

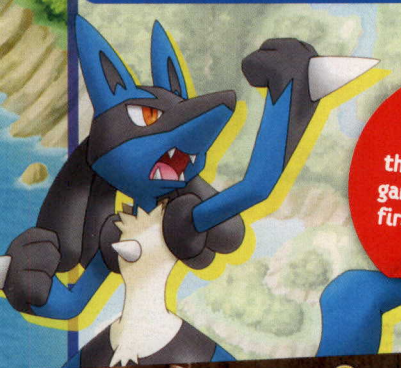
MEW'S NEWS
4 Some brilliant Pokémon toys and gifts from Japan, the new DSi exposed and find out what's new from Puffin Books.

RANGER 2 TIPS
12 Want a helping hand with your *Shadows Of Almia* game? Well, we're here to help with three pages of tips.

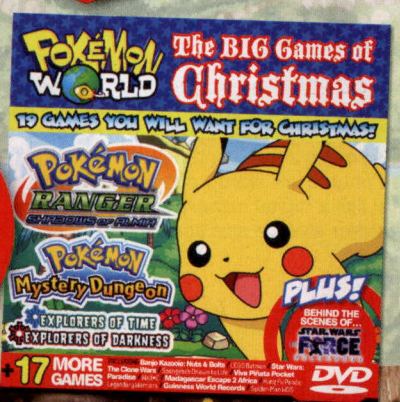
ASK PROFESSOR YEW
16 Our in-house Pokémon expert blesses you with his knowledge once again. Do you have a question for him?

VIDEOGAME REVIEWS
18 One of Nintendo's big-name hits is back for Christmas... only it's on the Xbox 360!

Wow, it's a brand new Nintendo DS! Read all about it in Mew's News this issue!



Your free DVD is packed with the best Christmas games. See them all first here and now!



GUINNESS WORLD RECORDS
32 Find out all about this super-fun adaptation of the famous book over on page 32 – got fingernails?!

POKÉDEX CARDS
37 How is your collection of special Pokédex cards coming along? Don't forget you can get old issues!

TRADING CARD GAME
42 Lots of info on new card sets coming out, news from America and Japan, and two of Ditto's Hot Picks!

GREAT POKÉMON MOMENT
50 Find out what happened when Ash first met Brock. They were far from friends – they started to fight! But who came out the winner?

Banjo and Kazooie return this month in a hot adventure game for the Xbox 360. Win copies on page 31!

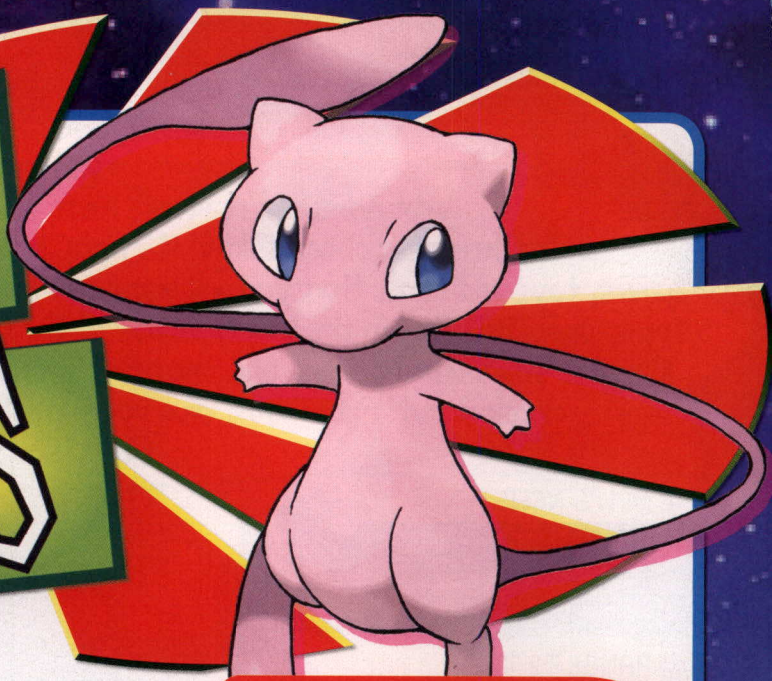
CONTACT US...

Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
BH2 6EZ

email: pokémonworld@imagine-publishing.co.uk

web: pokemon-world.co.uk

MEW'S NEWS



It's the new Nintendo DSi!

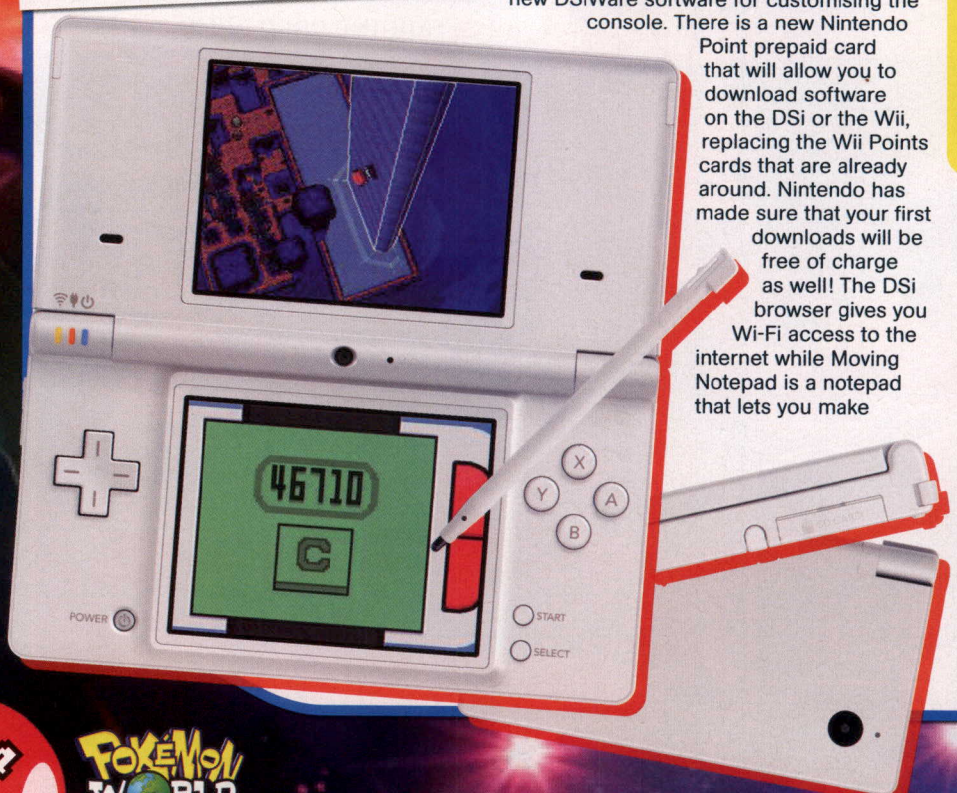
Wow! Check this out... Nintendo has just revealed a brand new Nintendo DS due to launch in Japan in time for Christmas and be over in the UK early next year...

So why should you sell your DS or DS Lite to get a DSi? Well, Nintendo set itself the task of making the DS lighter and thinner, so the company removed the GBA slot as it took up too much room. Before you ask, no, you won't be able to play Game Boy games on this console at all! Boo! But Nintendo also wanted to make the screens bigger, so this new console has two 3.25-inch screens that will bring your games to life slightly larger. Hooray! But here's the really cool thing – there's now a camera now included on the console! Nintendo isn't going after the mobile phone or digital camera market though, as it's only a 0.3 megapixel camera. It's not for taking holiday snaps, it's more for having fun with.

There are 11 types of special camera lenses built in to the software, meaning you can colour portions of pictures, go black and white or paint graffiti. It will even recognise human faces and compare them with a face-recognition engine. Nintendo is hoping that kids will love it as their first camera, and teenagers will want to take it to parties to store their friends' faces or act like a photo diary.

There's also now an audio player built in to the console, but it isn't meant to be an MP3 player (although it can play music in AAC format), it's all about having fun with audio. You can speed things up, slow it down and change the pitch – just mess around and have fun! Sounds and photos are stored on a standard SD card like a digital camera, so you can have whatever storage size you like.

To make this new console your own, you can download and store new DSiWare software for customising the console. There is a new Nintendo Point prepaid card that will allow you to download software on the DSi or the Wii, replacing the Wii Points cards that are already around. Nintendo has made sure that your first downloads will be free of charge as well! The DSi browser gives you Wi-Fi access to the internet while Moving Notepad is a notepad that lets you make animations with sound effects and exchange them with mates online.



Nintendo has big plans to push the online capabilities of this new DS, as in Japan the company has hooked up with McDonald's to create a DS Station pod that will enable people to play around with the console while having a burger. If you take your DSi into the restaurant, it will blip and offer you trial software, too.

So, exciting times for Nintendo fans, roll on Spring 2009!

WHY YOU NEED A DSi...

Bigger screens
Each screen is now 3.25 inches diagonally, which is an 17 per cent increase over the DS Lite. Cool, bigger games!

Two cameras
One on the back and one on the inside hinge, but not good enough to take a holiday snap. Video chat would be very cool, though!

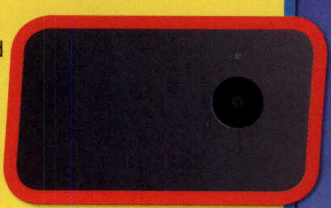


Photo fun
You can play with the snaps you take using all kinds of weird lenses and tools. You can then send them to mates!

Music mayhem
The DSi has cool audio-manipulation software built in, but you can also just listen to the tunes you have on your SD card.

nintendo zone

WEB ADDRESS
www.nintendo.co.jp/ds/dsi.html

Nifty trains!

Imagine travelling to school or work on a Pokémon train!

That's exactly what the citizens of Tokyo can do as train company Centrair has just covered its trains in all kinds of Pokémon graphics as promotion for the new *Pokémon* movie. Pikachu, Piplup and Chimchar ride the front of the trains, while Dialga and Palkia scare the passengers waiting on the station from the sides. This will certainly make their daily commute a lot more entertaining! Don't you just love Japan? ◎

Platinum gets a cartoon strip!

With the Japanese already playing *Pokémon Platinum*, the official website has now gone in to 'gift' mode where fans can download some cool things...

Last month we showed you where to get some brilliant *Pokémon Platinum* wallpaper for your PC, well the gifts just keep on coming for our Japanese friends. The official website (see the link below if you would like to check it out for yourself) now has these black and white comic strips for Pokéfans to read, and it tells you some of the back story of the new game.

As eagle-eyed Pokémon fans will see, the comic stars Cyrus (the leader of Team Galactic) along with other members of the team and a selection of Pokémon including Dialga. We're sure what's going on here is very exciting, but sadly our Japanese isn't as good as it used to be. Maybe if you know someone who reads Japanese you can translate these comic strips and send them in to us so that they could be included in a future PokéChat! ◎

◎ WEB ADDRESS
www.pokemon-movie.jp

Great Pokémon stuff you just can't buy!

There is so much cool Pokémon stuff out there, we just can't understand why they don't stock more of it in the UK...

Here's a look at some tidbits we noticed recently. The Shaymin cuddly toy shown below could be yours if you live in Japan and trundle along to the eleventh *Pokémon* movie. These movies have been a roaring success over there and the amount of merchandise available is truly mind-boggling. This is of course Shaymin in its Sky Forme – we'll be seeing much more of this little critter next year, for sure!

If you're looking for something cool for a PokéChristmas present then check out the selection at the bottom of this box. Pokémon sweets to fill your stocking, a Piplup digital alarm that would look great in anyone's bedrooms, or how about going the whole hog and having a Pokémon Christmas cake with Pikachu and Shaymin on top? It would be the ultimate Christmas! ◎

NUMBER OF POKÉMON IN THIS ISSUE **79**

Just aired in America...

A look at the latest episode of the *Pokémon* anime series to air in the USA called 'The Thief That Keeps On Thieving'.

While travelling to Pastoria City, the gang led by the ever-present hero Ash Ketchum meet a small Pokémon Trainer called Tyler who is desperate to capture a Yanma. The last time he tried, Team Rocket got there before him and snaffled the Pokémon for themselves.

Ash decides to delay their journey for a while so that they can help this young chap, but things don't go according to play when Jessie from Team Rocket decides to try out her newly captured Yanma. This episode has some rarely seen Pokémon in it. There's Yanma, of course, but also Magikarp, Delibird and a strange-looking Piplup wearing a bow! Will Tyler get his monster?

ATTENTION

Pokémon Platinum was released on 13 September in Japan, and sold 1 million copies in its first two days! That's pretty amazing stuff!

Pokémon Diamond Version Pearl Version Character Profile

Volkner

This guy is a Gym Leader from Sunyshore City who will give you a Beacon Badge if you defeat him in the DS *Pokémon* adventures. His personal favourite is Electric-type Pokémon and he always uses these in battles. If you are lucky enough to defeat him, then you will be able to use the Waterfall move outside of battle. Volkner is a bit down, as not many worthy Pokémon Trainers have visited him in Sunyshore City for ages. Maybe you have the skills to give him the challenge that he needs to lift his spirits?

Down the book shop

We take a flick through the latest offerings from Puffin Books...

Top Gear: Aqua Challenge Model-Making Kit

BBC Children's Books

Remember when the team were challenged to build amphibious cars? Well now you can build your very own 3D Toybota, Dampervan and Triumph Herald car-sailboat by following the easy instructions.

The Battle For Christmas

Jeremy Strong

When Ellie puts on her new pyjamas, strange things start to happen. She and her little brother, Max, are whisked off to the Christmas Shop where a battle is raging between a valiant troop of toys and the scary Christmas Tree Fairy and her army of angels. Can Ellie and Max save Christmas for the world, or will they be arrested for being mince spies? This is the first book in a new series about the Cosmic Pyjamas – they're magical and they're dangerous. You have been warned!

Fright Night

The Howling Castle

Steve Rogers

The cast and crew of the super scary *Fright Night* TV show are filming at the spookiest castle they've ever seen! The owner looks eerily like Count Dracula, growling wolves bare their fangs in the forest below and there's even talk of vampires. Twins Adam and Lana suspect the count has something sinister to hide – can they uncover the mystery of the creepy castle before it's too late?

WEB ADDRESS
www.puffin.co.uk

The INVINCIBLE LORDS of NATURE!

Make it a Gormiti Christmas!

This Christmas, make sure the new series of *Gormiti* action figures and playsets is high on your wish list for Santa...

The Island Of Gorm is truly impressive and includes a sizable game board and five island pieces, each of which will enhance gameplay as kids battle against each other in a strategic game of power. All for only £39.99 (recommended retail price). Each island piece has a name that depicts the theme, which sets the scene as the battle begins. You can make your Gormiti fight on the Plain of Astereg or hide in the terrifying Labyrinth of the Silent Forest, but watch out for the figures that can be carefully hidden away in the dark Cavern of Roscamar!

The Island Of Gorm is the playset to be seen with this Christmas, but there are lots more exciting and new products from Gormiti to choose from, plus a whole new series of collectable figures to collect when the brand new Series 2 launches in December.

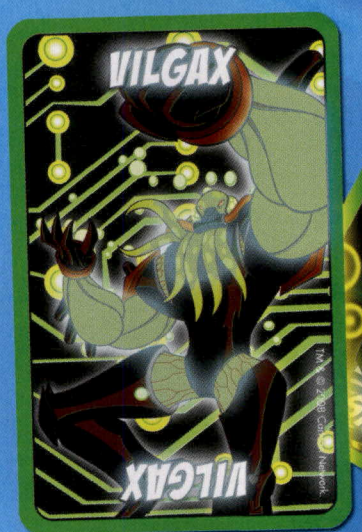
For stockists check out www.flairplc.co.uk or go to the new Gormiti website www.gormiticlub.com.

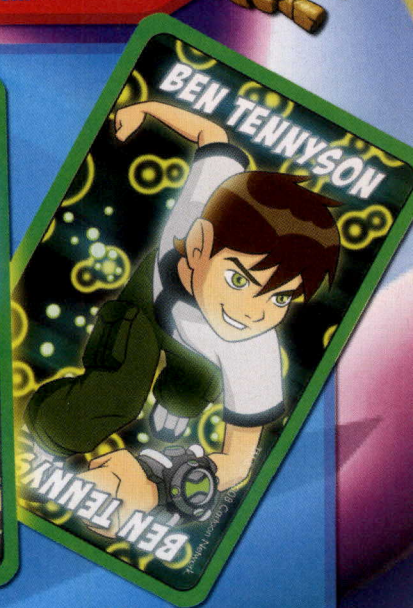
A Top Cards game stocking filler!

Looking for an exciting card game to fill your stocking this Christmas? Well, check out this new Ben 10 Pit set from Top Cards...

BEN 10 Ben Tennyson is just like any other ten-year-old boy... until he finds the Omnitrix, an alien watch that gives him the power to turn himself into alien superheroes!

And now, with the Ben 10 Pit game, you can harness the power of the Omnitrix for yourself by transforming your aliens into a complete set before anyone else does! But you'll need all your speed and intelligence to deal and swap your cards.





Featuring Stinkfly, Wildmutt, Fourarms, Heatblast and more of Ben's alien forms, this game is super freaky! Ben 10 Pit is available now at Debenhams, WHSmith, Borders and at Tesco and Woolworths from January next year.

In next month's issue you will find two fantastic, free glow-in-the-dark Ben Tennyson and Vilgax 'Powercards' that, used wisely, can help you beat your friends and win you the game! It's in the shops on 11 December, so grab your cards then!

FROM THE MAKERS OF... TOP TRUMPS

Pit

SHOUT IT OUT!

Pokémon World Character Close-up

Play as one of the villains or one of the heroes with loads of characters to choose from!

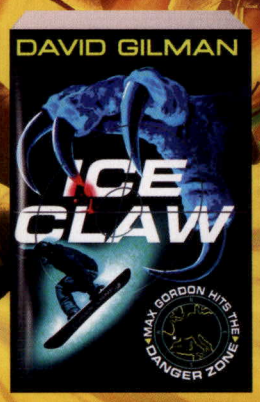
Gotham City's most notorious criminals have broken out of Arkham Asylum and it's up to the dynamic duo to stop them.

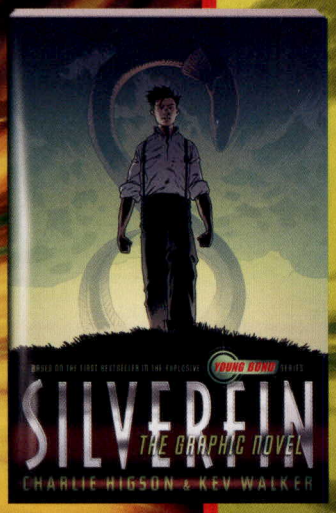
There are 30 action-packed levels with Mr Freeze, The Joker, Two-Face and Harley Quinn making an appearance.

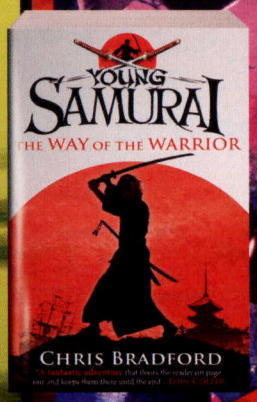
On sale now on all formats!

LEGO BATMAN™ THE VIDEOGAME

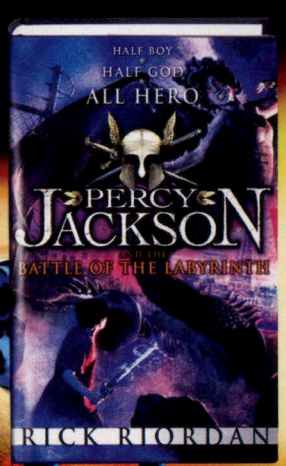
Illustrations © Puffin Books, Kev Walker, Larry Rostant, Paul Young and Andrew Farley

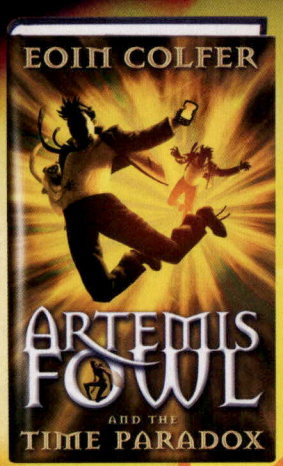






CAN YOU HANDLE THIS MUCH ACTION & ADVENTURE?



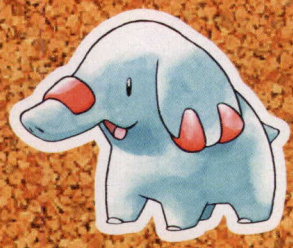


CHOOSE DANGER THIS CHRISTMAS!

Young Bond, *SilverFin*, *By Royal Command* and Eye Logo are trademarks of Ian Fleming Publications Ltd
Illustrations © Ian Fleming Publications Limited

puffin.co.uk

POKÉCHAT



POKÉMON FAN FICTION

Find The Cherubi! Evolution Crisis! (Part Two)

By Abby Yarwood, age 15, Rainford

When the gang reached the clearing, they made camp and Geodude and Squirtle collected wood for a fire that Blaziken then lit effortlessly. Then all the Pokémon were put back in their Pokéballs and Ash, May, Brock and Max wriggled into their sleeping bags and Pikachu snuggled in Ash's backpack and used his hat as a pillow. The forest was cold at night, the only sounds were that of Hoothoot and Noctowl in the distance, and every now and again the odd Crobat would fly past, but apart from that, all was still in Petalburg Forest that night.

Just as the group where finally falling asleep they heard a very familiar cry. "Swellow! Swellow! Swell!" cried Ash's Swellow as it circled the clearing and gracefully lowered itself on a low branch.

"What is it Swellow?" asked Ash. At that Swellow flew up again and headed north. "Come on! I think Swellow may have found something!"

"Swellow! Swellow!" the Pokémon cried as it led the group into a dense collection of trees, probably the darkest place in the whole of the forest. Pikachu ran directly below the Swellow with Ash, Brock and May just behind them. Max was slowly falling behind as he was still half asleep, so Brock hoisted him onto his back and ran and caught up with the rest.

All of a sudden Swellow stopped and rested on a branch that was above some large bushes. "Swellow!" said the Pokémon and pointed down with its wing directing the group to look at the bushes below.

"Cherubi! Cherubi!" there was a soft sound coming from among the bush leaves.

"Hey Swellow found the Cherubi. They really do look like cherries don't they?" Brock laughed.

"Come on, let's get one each back to the camp, then in the morning we can get the nutrients we need from them." said Ash as he picked up a sleeping Cherubi. "But shhhh! They may be frightened if they wake up and find us carrying them," he told the others. May and Brock picked up a Cherubi and followed, Max was still asleep on Brock's back. Pikachu ran to catch up with Ash and leapt onto his shoulder. "Hey buddy!" he whispered to Pikachu, "We can help the Slowpoke and Shellder evolve now! This is great isn't it, Pikachu?!" said Ash quietly.

"Pika Pi!" Pikachu agreed with a beaming smile and back they travelled through the forest to the clearing. His friends left the Cherubi to sleep in a bush right next to May's bed and Brock's Zubat watched over them through the night to make sure they were safe.

Morning came and Ash was first to awaken, May followed shortly after. They both gave Max, Brock and Pikachu a nudge and they awoke too. Brock put Zubat back into his Pokéball and they all packed up their sleeping bags, and any other items from the night before. Then, when everything had been packed up, Ash, Brock and May picked up a Cherubi and they headed out of the forest.

After about an hour of walking they reached the edges of the forest, the light shone in through the branches a lot brighter here. They walked out from the trees into the long grass and made their way through it until they reached the dusty path.

"Prepare for trouble..." came a voice from above them. "Oh great, it's Team Rocket! Leave us alone!" Ash yelled. Team Rocket was hovering above in their Meowth-shaped hot air balloon staring down at them with their eyes fixed on Pikachu. "You're not having Pikachu or the Cherubi!"

"That's what you think, twerp!" yelled Jessie. "Now where were we up to... oh yes, prepare for trouble!" Team Rocket started their introduction and gave their lines one after the other.

"Better make it double!" said Jessie's teammate, James, "To protect the world from devastation!" said Jessie, "To unite all peoples within our nation!" James responded, "To denounce the evils of truth and love!" "To extend our reach to the stars above!" "Jessie!" "James!" "Team Rocket, blast off at the speed of light! Surrender now or prepare to fight!"

"Meowth! That's right!" Meowth popped up from the basket of the balloon. While Team Rocket gave their little introduction, the gang had put the Cherubi on the floor behind a rock hoping that Team Rocket wouldn't find them if they were hidden.

"Oh no, where could all the Cherubi have gone?" said James sarcastically. Jessie laughed hysterically as Meowth pressed a red button on a small control pad he was holding.

"Oh look! We found them! You fell right into our trap, twerps" said Meowth while laughing. Pikachu noticed a net that was rising up to the balloon with the Cherubi in! The net was already too high for anyone to grab it so Ash reached for his Pokéballs.

"Swellow, I choose you!" he shouted, and out came Swellow. "Pikachu jump on Swellow's back and he'll take you up to the balloon." so Pikachu did.

"But Ash, we can't hurt the Cherubi" cried May.

"I know, May. Pikachu nibble through the rope that's bringing the net up, then May use your Blaziken to catch the Net as it falls," he ordered.

"Okay good plan, Ash! Blaziken! Come on out!" May shouted as she hurled her Pokéball and Blaziken came bursting out of it in seconds. "Blaziken, catch that net when it falls okay?" she asked.

Swellow flew up towards the net carrying Pikachu, who then leapt onto the rope and nibbled as fast as it could through it. The net was getting closer and closer to the basket of the balloon now, with Pikachu still trying to break it free.

"Quick Pikachu! Or they will get you too!" cried its owner from the ground. With only a few metres to go before Team Rocket could grab Pikachu, it finally managed to nibble through it and it began to fall. Pikachu, however, leapt onto the side of Team Rocket's basket and used Thunderbolt, to which, as always, Team Rocket went hurling through the sky into the distance.

"We're blasting off again..." they screamed, but the sound gradually faded.

Blaziken caught the net and brought it safely to the ground. "Great work, you guys," said Max.

"Yeah, you were awesome! Especially you, Pikachu," smiled Brock. Ash helped the Cherubi out of the net and then they were picked up and carried again.

The friends continued to walk again along the brown, dusty path, which was a lot dryer than the day before. The dust was kicked up at the bottom of Brock's shoes as he walked. It was getting in Pikachu's eyes, so he hopped back onto Ash's back. The sun shone bright in the sky and the heat was intense, so the journey back to the Shellder's stream seemed a lot longer than yesterday. The Cherubi looked as if they were drying out so Ash used his small bottle of water to keep them hydrated, May and Brock soon copied. They walked along for about an hour until finally they came to the boulder that formerly had the Slowpoke on, but this time he was nowhere to be found. Max got out his PokéNav and made a scan of the area and after about a minute, a Slowpoke was detected just north of the boulder.

Ash walked towards the stream behind the boulder to find the Shellder looking even more tired than usual. Ash gave the Cherubi he was holding to Max and he then picked the Shellder out of the water and carried it to where the Slowpoke was resting.

The Slowpoke was basking in the sun among some tall vines, but still looked as tired and worn out as the Shellder. Ash put the Shellder in the water as close to the Slowpoke as possible. "Slowpoke, move towards the water, we've found the Cherubi you need to evolve!" said May.

"My, you actually found the Cherubi. I'm most impressed." said a familiar voice from behind. The group turned around to see Bruno stood there looking at them smiling. "Well then, shall we get to helping these here Slowpoke and Shellder evolve then?" asked Bruno.

"Yeah!" exclaimed the group.

"Okay, well what we have to do is make the Cherubi come into a state of confusion or sleep and hopefully then they will release the nutrients," Bruno noted more to himself than the others.

"Right, Zubat! Come on out!" yelled Brock and he launched his Pokéball into the air and in a flash out came Zubat. "Use Confuse Ray on the Cherubi but be careful not to hurt them. Okay? Go!" ordered Brock. Zubat flew straight into action and used Confuse ray on the Cherubi. In seconds it was obvious that they had fallen into the confused state that Bruno was talking about. "Right on! Zubat return," and Brock put his Zubat back into its Pokéball.

"Now we have to use the attack Sunny Day. Any of your Pokémon know it?"

"Yeah my Sceptile does. Sceptile! I choose you!" exclaimed Ash and out came Sceptile. "Sceptile use your Sunny Day attack." Sceptile performed the attack and in a matter of seconds the sky shone even brighter that before.

"Excellent, Sceptile! Great job buddy, return." and Sceptile was also put back into its Pokéball.

"Pika Pika!" cried Pikachu, pointing at the Cherubi. They had little drips forming on their leaves and as the sun shone brighter, more little droplets formed.

After about three minutes, the Cherubi snapped out of the confusion, but by this time there was a lot of the liquid formed on their leaves. "We need to collect it carefully. I'll use my Poké'Flute to put them to sleep then Ash and May use those empty water bottles you've got there to collect as much as you can," said Bruno. The amount of knowledge that Bruno had about the Cherubi greatly impressed Max, who just stared as Bruno played his flute. The flute played a magnificent tune and in minutes the Cherubi was fast asleep.

Ash and May brushed the liquid (which Bruno told them were the nutrients they were looking for), off the leaves with their hands until they were satisfied they collected as much as possible. Ash handed the bottle to Bruno, who then walked towards the Slowpoke. By this time the Slowpoke had made his way to the bank of the stream with his tail dipped into it. The Shellder was still waiting in the spot where Ash had placed him back into the water, which was luckily just centimetres away from the Slowpoke.

"Right, here we go. Just remember, nothing is guaranteed to even happen. After all, it was just a theory of mine," said Bruno thoughtfully. "I guess we're gonna find out though, eh?" he chuckled and he sprinkled about half of the nutrients into the Shellder's mouth and the other half onto the Slowpoke's tail. "Go ahead Shellder, bite that ol' tail!" he joked.

Shellder wasted no time and immediately leapt onto the Slowpoke's tail and at first nothing happened, but about 30 seconds later a great flash of light shone from th two Pokémon. "We did it! They're actually evolving!" cried May in such a happy way.

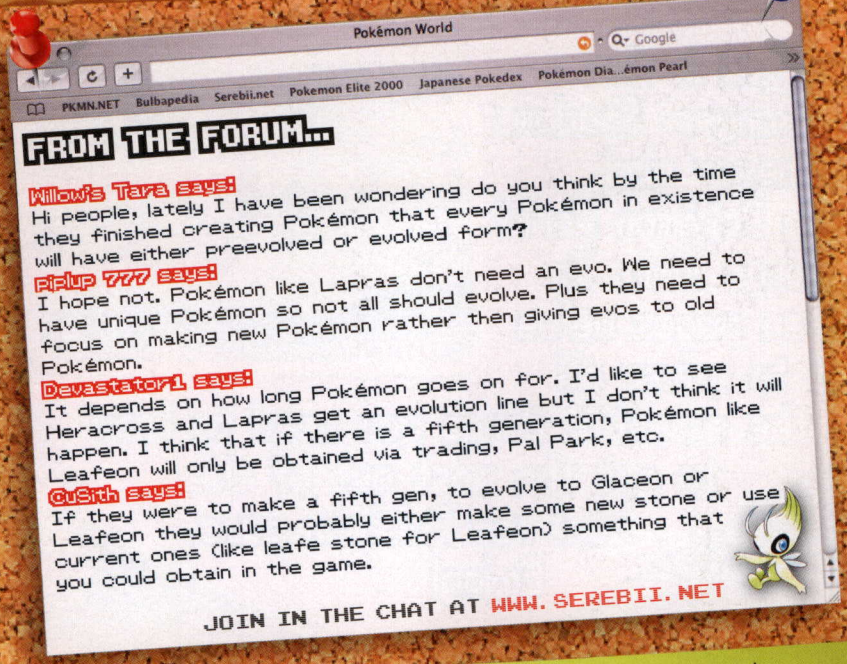
When the flash had stopped, there was a brilliant Slowbro standing tall on two legs instead of four. Ash immediately grabbed his Pokédex that said, "Slowbro: The psychic Pokémon. This Pokémon lives lazily by the sea. If the Shellder on its tail comes off, it becomes Slowpoke again."

"Just stay outta trouble okay Slowbro?" Ash said and the group laughed, so happy that they helped out tw Pokémon that needed them and they all did it as a team.

Later that day, all the Cherubi had awoken and wer settling into life in the bushes near the stream. Max wa pretending to show off his PokéNav to Bruno when in reality he was taking notes on various different Pokém that Bruno has encountered, Max was greatly impresse once more. Ash, Brock, Pikachu and May where watchi the Slowbro as it adjusted to its new form as it now has use of its arms, something it did not as a Slowpoke.

Soon evening came and Ash and his friends knew it was time they left Bruno, Slowbro and, not to mentio the Cherubi. So they waved goodbye to their new frien and set out once again down the dusty path. May was excited about the contest she'd be entering, as was As about his next gym battle, that they really didn't mind having to go through Petalburg Forest for the third ti two days as they made their way to Rustboro City.

THE END



FROM THE FORUM...

Willow's Tara says:
Hi people, lately I have been wondering do you think by the time they finished creating Pokémon that every Pokémon in existence will have either preevolved or evolved form?

Piplup 777 says:
I hope not. Pokémon like Lapras don't need an evo. We need to have unique Pokémon so not all should evolve. Plus they need to focus on making new Pokémon rather then giving evos to old Pokémon.

Devastator1 says:
It depends on how long Pokémon goes on for. I'd like to see Heracross and Lapras get an evolution line but I don't think it will happen. I think that if there is a fifth generation, Pokémon like Leafeon will only be obtained via trading, Pal Park, etc.

CuSith says:
If they were to make a fifth gen, to evolve to Glaceon or Leafeon they would probably either make some new stone or use current ones (like leafe stone for Leafeon) something that you could obtain in the game.

JOIN IN THE CHAT AT WWW. SEREBII. NET

What is Pikachu's favourite pie?

Pikan pie

From Charlie Smith, age 14

Hello, my name is Jamie Noble and I like playing Pokémon. My favourite ten Pokémon are...

1. Azelf
2. Dialga
3. Empoleon
4. Infernape
5. Torterra
6. Charizard
7. Turtwig
8. Jigglypuff
9. Ivysaur
10. Treeko

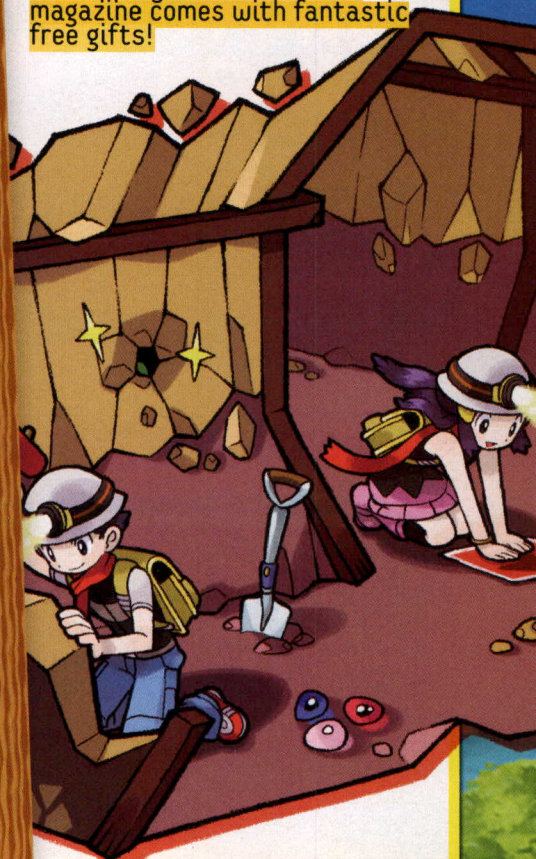
Thanks for your Top Ten, Jamie. Do you agree with his choices? Write in and tell us which monsters are your favourites!

Hi Pokémon World. Here are some pictures of me and my brother Lewis at the Pokémon Summer Day Camp in Leeds...
Jake Marsden Hirst

Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
pokemonworld@imagine-publishing.co.uk

Subscribe & save!

Why not subscribe to Pokémon World today and get every issue delivered to your front door with a whopping discount?! Each magazine comes with fantastic free gifts!



2 EASY WAYS TO SUBSCRIBE

1. Telephone

Order via credit or debit card over the phone, call:

0844 848 8405

Overseas: +44 (0) 1795 412 896

2. Online

Point your browser to:

www.pokemon-world.co.uk

YOUR EXCLUSIVE READER PRICES...
UK Direct Debit – only £21 every 6 issues (Save 12.5%!)
UK annual subscription – £45.50
Europe annual subscription – £60.00
World annual subscription – £70.00

Code: PAD 084

CALL NOW!
0844 848 8405
OR SUBSCRIBE ONLINE
www.pokemon-world.co.uk

So how far have you got in the brilliant new Pokémon Ranger: Shadows of Almia? Not far? Well never mind, because here is the Pokémon World guide to all things Almia. In these three pages we've tried to cover all the essential things you need to know to get the most out of this cool new Pokémon game. Enjoy!

PARTNER POKÉMON

Unlike the first *Pokémon Ranger*, you meet partner Pokémon throughout your adventure in Almia. Early on in the game you will come to a beach where you will see three Pokémon – Starly, Pachirisu and Munchlax. You will have to capture one and it will be your very first partner.

As the game progresses you will find 14 more Pokémon that can become your partner. You can only have one partner at a time, but you do have the ability to swap between partners by going to the field south of Cikore Village and then to the beach. When you see a Kricketot around here, capture it quickly. This Pokémon will give you the ability to swap between partners. All of your partners will hang out on this beach – just interact with them to swap.

BOSS POKÉMON

As in all great videogames, there are bosses to be defeated in *Shadows Of Almia*, and as you near the end of a mission you are likely to encounter one of these super-strong Pokémon. You can tell straight away that they are a boss as they will have a massive HP bar. Most of these bosses can be obtained later on in the game where fortunately they are less tricky to capture than in their boss mode!

The first boss you come to is Tangrowth, and you fight it after the missions at the Ranger School have been completed and you are at your graduation. It will come upstairs and attack! However, this is a good boss training ground so make the most of it. As a rookie Ranger you must capture this Tangrowth. You won't have any Pokémon Assists at this stage of the game either, so it will be down to your rotation skills alone. The thing to watch out for is an '!' appearing above its head – this means that it is about to attack. Move away quickly when you see this! While it will take a lot of circling this Pokémon with your stylus to capture it, just remember to keep your lines wide and be quick to avoid the Pokémon smashing through your lines.

As the game progresses and the bosses get tougher, you will need to use other Pokémon to bring these beasts down!

POKÉ ASS

Think of the Pokémon Assists as enhancements to your Capture Styler that will give you special effects to help you capture new Pokémon. There are 18 of them in total, and the amount of time they take to work varies depending on the Pokémon. A base form of Pokémon might have an assist that is instant, while a final form could take up to a minute to get going! Always remember that these do more damage if they are used against a Pokémon that they are super effective against.

The most basic assist is Normal. Add this to your Styler and the lines you create around Pokémon will do slightly more damage than before. You then have assists for Fire, Water, Electric, Grass, Ice, Fighting, Poison, Ground, Flying, Psychic, Bug, Rock, Ghost, Dragon, Dark and Steel, which obviously correspond to the Pokémon of that type. Each of these adds a special move to the end of a Capture line to whack a Pokémon when they're down. There is also a Charge Pokémon Assist used by some of the Electric Pokémon.

Optional Quests

There are enough main quests to keep you going for a long time in *Pokémon Ranger: Shadow Of Almia*, but if you have worked your way through these, there are 60 smaller missions that you can take on once you have unlocked them in the game.

By completing these quests you will be able to earn upgrades for your Capture Styler, which will then help you out in the main game, of course. You'll notice people who have a quest for you to take on in the game as they will have a bubble with three full stops above their heads. Talk to them to accept the quest, but you can only accept one at a time. Here's a look at the first two...

QUEST 1

You will come across this quest in the game's main storyline, so you don't have to go looking for it. While in the Vien Town Ranger Centre a farmer will come along and say that his Miltank is acting strangely. If you travel to his farm and head for the field at the back you can capture the Miltank in question. This will calm the Pokémon down and please the farmer. Your reward will be a neat Grass Capture Card.

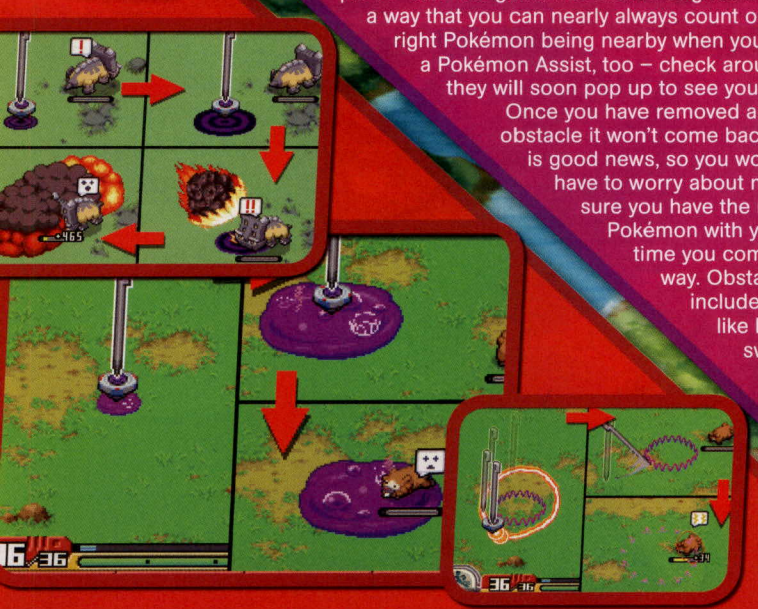
QUEST 2

You will find the second quest outside a house in the lower-left part of Vien Town. The guy here will say that there is a large boulder blocking the way on the beach to the left. You will need a Break *2 Field Ability to smash this boulder out of the way. Luckily for you there is a Graveler on the nearby beach and this Pokémon has just the ability you need! Capture the Pokémon and break the rock to end the quest. The guy will be so overjoyed that you will be rewarded with a brand new Dark Capture Card.

Field Abilities

There are all kinds of obstacles in your way as you travel around the land of Almia. You can only remove these if you have a Pokémon that has the right Field Ability to help you out. To make the Pokémon work for you, all you have to do is drag them to the obstacle and press 'Yes'. The game has been designed in such a way that you can nearly always count on the right Pokémon being nearby when you need a Pokémon Assist, too – check around and they will soon pop up to see you!

Once you have removed an obstacle it won't come back, which is good news, so you won't have to worry about making sure you have the right Pokémon with you each time you come this way. Obstacles include things like big rocks, switch balls, wooden boxes and soft soil. Some of these will have to be broken, others will have to be dug. Then there are flame powers, psycho powers, slam, slash, thunder and water assists to get you out of tight spots.



Extra Missions

Think you've completed everything that *Shadows Of Almia* has to offer? Well, think again! Just like the first *Ranger* game, there are extra missions that can be obtained for the game. You get these extra missions via Wi-Fi, and some of them will only be available for a very short time, which means you'll have to be quick if you want to play them! Nintendo will inform players when these missions are available, so don't worry about missing out! Or keep checking your favourite Pokémon magazine to know when to download!

There are six missions in all – three specials and three extras. Completing a special one will give you a Pokémon that you can then transfer to your *Diamond*, *Pearl* or *Platinum* (when it comes out!) games while the extra ones are just for fun.

You will find rare and interesting Pokémon in these extra missions. Manaphy, Riolu, Darkrai, Dialga, Palkia and Shaymin all get a look in.

Capture Cards

Something new to *Shadows Of Almia* is Capture Cards. These allow players to manipulate a battle in their favour. All of the attacks that a Pokémon is capable of will do a varying amount of damage and you only have a set amount of HP, so the better you are at minimising the damage taken and boosting the strength of your Pokémon, the better the outcome will be and the battle will be shorter. Capture Cards are the answer to all this! You obtain them by completing the quests that crop up in the game and there are 47 Capture Cards in total.

Some are Attack Type Cards that lower the amount of damage taken from an attack of that type, and others are Styler Enhancement Cards that will give your Styler lots of cool new tricks.

Here's a look at all the Capture Styler Enhancements that can be made...

ASSIST TIME
You can boost the amount of time you can use Pokémon Assists for with this.

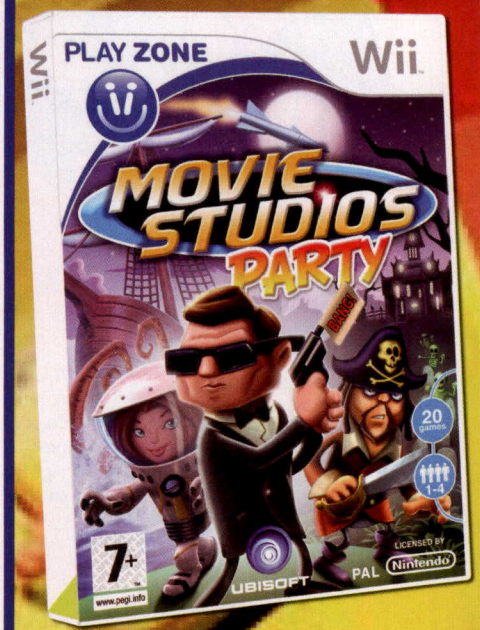
LONG LINE
You can make bigger circles around Pokémon by boosting your line length by half each time with one of these.

POWER PLUS
The Capture Styler will do more damage if boosted by one of these cards.

RECOVERY
You can heal yourself whenever you successfully capture a Pokémon with a Recovery card.

STRENGTH
The strength of your Capture Styler's line is all-important in *Pokémon Ranger* games, and by using this card you can make it super strong!

WIN! WIN! WIN!



WIN! A WII AND LOTS OF COOL PARTY GAMES TO PLAY!

Are you planning a party? Well there are three new Wii games coming your way from PlayZone that will make any party go with a bang! TV Show King Party, Movie Studios Party and Funfair Party!

These cool games have been designed for the whole family, with the idea that you gather everyone around your Wii and TV and get stuck in to the party game of your choice.

TV Show King Party is an adaption of a WiiWare game that came out back in May. You can challenge up to three other players to a test of general knowledge with 6,000 questions divided into eight categories. So whether you think you're an expert on history, science, entertainment or music, there will be something in this game for you – and it's all played in a TV show style for extra authenticity.

What could be more exciting than a brand new movie studios theme park opening up next to your house? Well, that's what you're promised with *Movie Studios Party*. 20 mini-games are crammed on to the Wii disc covering your favourite movie genres – science fiction, pirates, spy action and haunted mansion! Some of the games work great in single or multiplayer mode, but others have been specifically designed as a multiplayer experience. You can test your shooting accuracy, find secret treasures and race against monsters. All great fun!

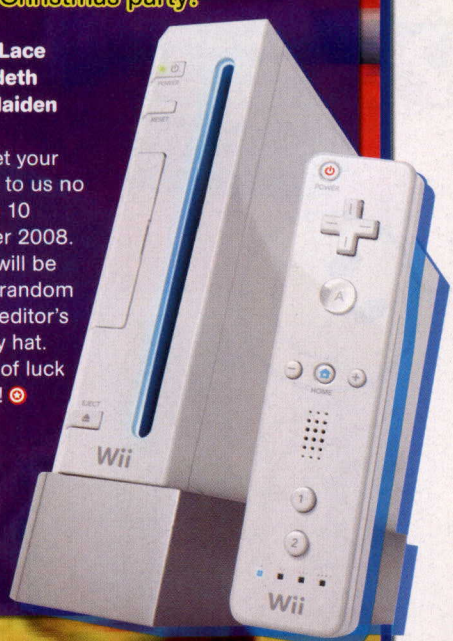
Then in a similar vein we have *Fun Fair Party*. 20 fairground-themed mini-games to enjoy with four zones and a great carnival atmosphere.

So how do you fancy winning a Wii and a copy of each of these great party games? Of course you do. All you have to do is answer the question and send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'Party Compo'. If you really must, you can send your entry in to the usual postal address.

Which band would be best to play at your Christmas party?

A. Black Lace
B. Megadeth
C. Iron Maiden

Please get your entries in to us no later than 10 December 2008. Winners will be drawn at random from the editor's big woolly hat. The best of luck to you all!



Competition Rules
1. All entries must be received by 10 December 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

ASK PROFESSOR YEW

Got a tricky Pokémon question that you need answered? Well the only man in the know is our very own Professor Yew. He once dated a Nurse Joy, you know!

A Platinum Ranch?

Q Dear Professor Yew,
I have already spent my hard-earned cash on downloading *My Pokémon Ranch* for my Wii, and I have to say that I love the game – it's brilliant to be able to see all your Pokémon dashing about in such a cool way. What I was wondering is: when *Pokémon Platinum* comes out next year, will I be able to upload Pokémon from the game to the Wii, or does it only work with *Diamond* and *Pearl*?
From Percy Hargreaves, age 13, Rhyl

A ***Ah, that's a very good question Percy, I'm glad you asked it! The current version of My Pokémon Ranch that you have downloaded is not compatible with Pokémon Platinum simply because the game didn't exist when it was made. However, an update to the software that makes it compatible is now available to download in Japan. Those who have already downloaded the game will be able to upgrade their version free of charge. Then, of course, all new downloads will be the new version. It has some cool new additions, too – the maximum number of Pokémon you can store has been increased to 1,500 from 1,000, you can now deposit Giratina's Origin Forme and Shaymin appears in its Sky Forme.***

The Golden Boys

Q Dear Professor Yew,
I have a pen pal in Washington DC, USA and he was telling me that he has a Pokémon Golden Boys comic, and that I should try to get one because he thinks it's a cool collectable. Is he right? What is The Golden Boys? I've heard of the Pet Shop Boys, but never Golden!
From David Snitton, age 14, Surrey

A ***No, it's not a strange new look from the Pet Shop Boys, David, Golden Boys was a special Shonen Pokémon manga comic that followed the story of the Gold and Silver games closely. It takes the story up to Cianwood City, but stops there. The main characters are Gold, Black and Chris.***

CHEEKY CHEATS!

Here's a cool new addition to Ask Professor Yew for you – some Cheeky Cheats! Short, sharp bits 'n' bobs of info on *Pokémon* games to help you become a winner...

Pokémon Link!

◎ FOREVER MODE
There is a special mode in the game where you can play with a playfield that is seven columns wide! It is much faster than the regular game, so it's one for experts only! What you need to do is first complete the Adventure Mode twice. You will then discover a button on the main menu titled 'Forever'. All the Pokémon you have discovered will be updated with their locations in Forever Mode. Good luck!

Pokémon Ruby Version

◎ PASSWORDS
Find the Berry Master's Wife and you can tell her phrases that act as passwords to some juicy new berries. You can only do this once a day, though.

SUPER HUSTLE	Belue Berry
COOL LATIOS	Durin Berry
CHALLENGE CONTEST	Pamtre Berry
GREAT BATTLE	Spelon Berry
OVERWHELMING LATIAS	Watmel Berry

Pokémon Diamond & Pearl

◎ THE NATIONAL POKÉDEX
You will often read about the National Pokédex in the modern DS *Pokémon* games, but how do you get it? Well, the good news is that you don't need to catch all the Pokémon, all you need to do is see all the Pokémon to have them added to your Sinnoh Pokédex, which is the Pokédex that is unique to these two games. Once the Sinnoh Pokédex is full, you will unlock the National Pokédex and be able to fill it up with monsters from previous games. Exciting stuff, eh? See our special Pokédex cards in every issue for info on finding these Pokémon.

Yellow fun...

Q Dear Professor Yew,
I recently bought a whole collection of Game Boy games from eBay. I got 100 games for the knockdown price of £50! Not bad, eh? When I came to sort through them all I came across a Japanese copy of *Pokémon Yellow*, which took me by surprise as the rest of the games were all UK or American. Now I know I can play Game Boy games from all around the world on my Game Boy Advance, but I am thinking of upgrading to a Nintendo DSi when they come out. Will my Game Boy game collection still work?
From Nathan Bellows, age 12, London

A ***Nathan, you have hit on a very good point there, without even realising it! This is something for all Pokémon fans to take into account – the new Nintendo DSi doesn't have a Game Boy Advance cartridge slot like the original DS and the DS Lite does. This means that all of those old Game Boy Advance (or Game Boy, for that matter) games won't work any more! To make matters worse, it appears that for the first time in its handheld game-making history, Nintendo is putting region locks into the new Nintendo DSi games. That means you will need a Japanese DSi to play Japanese games, an American DSi for American games and a UK DSi... well, you catch my drift. That's a lot of DSis! Nintendo says this is because the games will have special online capabilities that'll only work in each region, but as long as you don't expect things like online modes to work out of their home country, I can't see the harm in playing games from around the world myself! Anyway, get yourself a DS Lite instead, they'll be cheaper soon and they'll play every single one of your games.***

Dressing up!

Q Dear Professor Yew,
I have been playing a lot of *Pokémon Battle Revolution* and just love the 'pick up and play' gameplay with a *Pokémon* twist. I have been wondering, though, how do I get new outfits for my Pokémon Trainer? I saw some screenshots in Pokémon World where there was a guy wearing a Lucario outfit – that would be cool if I could get that. Any help would be much appreciated.
From Ben Walden, age 10, Derby

A ***Hi Ben, thanks for your letter. The special outfits are given away throughout the game. I'm surprised you haven't come across them yet if you've been playing it a lot. But then, perhaps you've only been playing in short bursts. Here is a breakdown of all the unlockable outfits and how you go about getting them...***

Electivire Outfit	***Defeat the Crystal Colosseum Leader with Lv 50 All Rule***
Groudon Outfit	***Defeat the Magma Colosseum Leader with Lv 50 All Rule***
Kyogre Outfit	***Defeat Waterfall Colosseum Leader with Lv 50 All Rule***
Lucario Outfit	***Defeat the Sunset Colosseum Leader with Lv 50 All Rule***
Pachirisu Outfit	***Defeat the Main Street Colosseum Leader with Lv 50 All Rule***
Unlock Roserade Outfit	***Defeat the Neon Colosseum Leader with Lv 50 All Rule***

SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Explorers of Time

WONDER MAIL CODES
You need to pass Chapter Ten in the game to be able to use these codes. Here's a new selection...

YS+- HW6W HHNT 7&1T KC1Q 1N#M	Dragonite will join your team.
=3TC XJPY SQ- + %C%6 MR0Q %0P4	Get a Moon Stone that evolves some Pokémon.
@0Y4 SXHQ 9QC7 35@H 3Q=M MHP0	Unlocks the Oran Forest.
X%8S WYY+ S- JF PFH@ @##K 5W8K	Unlocks the Mysterious Jungle where you will find Mew.
TX47 39Q@ TTWC W#3Q 6MTS 6H8T	Get a Secret Slab.
R#05 PYNC 68J# 84-8 -MM7 QC=0	Guide Riolu to the Crystal Cave B9F with a Psychic Type partner.
FX19 9P@C W@- X K54Q %462 8XT#	Get a Miracle Chest.

My Pokémon Ranch

UNLOCKABLES
If you manage to reach Level 5 in this WiiWare game you will get a 'Free Mode'. Reaching Level 10 will get a new 'Favourites' mode. You can gain special Pokémon to transfer back to *Diamond* or *Pearl*, too. Import 250 Pokémon from the DS games to upgrade your Ranch to Level 15 and this will then give you a Phone. Import 999 Pokémon and you will get a Level 25 Ranch and earn a Mew.

REMOTE TRICKS
While playing, if you give your Wii Remote a good shake, you will cause an earthquake in the game, sending all the Miis and Pokémon tumbling to the ground. This is fun, but zoom out on your ranch completely then try it again – you can often create a tornado that will rip through your ranch lifting Pokémon off the ground completely and spinning them around in circles. It's always fun to play God, right?

BANJO-KAZOOIE NUTS & BOLTS

Format Xbox 360 • **Price** £49.99
Publisher Microsoft • **Game type** Adventure
Release 14 November • **Info** A Nintendo classic?!

Once one of Nintendo's guaranteed big earners, the duo of Banjo and Kazooie are back out of retirement for an entirely new adventure on the Xbox 360!

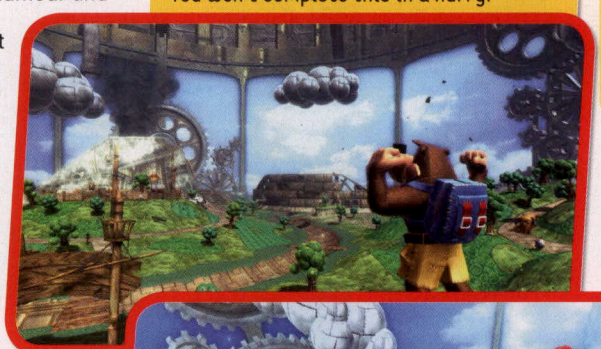
So who are Banjo and Kazooie then? If you're less than ten years old then you weren't even around when this bear and bird double-act started out on the Nintendo 64. From Rare, the grandaddy of videogames, the *Banjo* games have always been brilliant platform adventures packed with colour, humour and cool gameplay.

We bet you didn't realise that there's a Lord of Games though, eh? Well, there is, and he lives in the world of *Banjo-Kazooie*. The Lord of Games is responsible for every videogame ever made. He knows all the levels, devised all the bosses and has a master plan showing every special move ever! However, the Lord is getting fed up with all the squabbling going on between Banjo and the evil witch Gruntilda. To decide who is the rightful owner of Spiral Mountain once and for all, the Lord has arranged a showdown between the two. He has built some new game worlds for the contest to take place in, and Banjo must complete all the challenges to win, with Grunty trying to stop him at every turn he makes.

So the scene is set for a cool and colourful Xbox 360 adventure game starring Banjo and Kazooie. There are some truly superb new additions to this game, too – things that will boggle your mind! Banjo can now create his own vehicles, for example. The game is full of parts, and by gathering them up, Banjo can use a wheel from here, a panel from there, add in some wings and before you know it he's flying through the air in a mad-looking machine! This gives the game endless variety, and some of the more wacky components will test your skills to the max. Fancy adding an egg gun to your jeep in Mumbo's Motors workshop? You can do it in this game! You can even paint your creations and name them for the ultimate in personal car modding!

The game's levels offer up a traditional mix of platforms, hidden secrets, puzzles to solve, musical notes to collect that act as the game's currency and enemies to bop off. It's a tried and tested

The levels are really massive with so many nooks and crannies to explore. You won't complete this in a hurry!



He still has a cheeky grin and irresistible laugh – it's good to see Banjo back!

FROM AN N64 ORIGINAL...

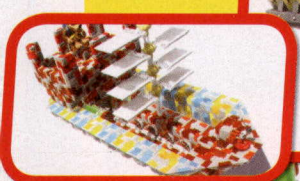
You may be too young to remember Banjo's first videogame outing. It was on the Nintendo 64 and was one of the best adventure games of 1998. It's good to see the duo still going strong all these years later. Well done, Rare!

IT'S ON THE DVD!

Yee-har! Make a wild and wacky car then take it for a spin – if you dare!

DRIVING YOU CRAZY...

One of the coolest things about *Nuts & Bolts* is the way that you can create your own vehicles out of all the pieces you find lying around the game. There are over 100 components available – things like wings, wheels, engines, body panels, propellers, fuel and weapons. You can bolt them on in any way you wish to create wild and wacky boats, cars, planes – whatever takes your fancy! There are preset vehicles in the game too, just in case you turn out to be rubbish at making your own! How about charging around on a Banjo 4X4? How about taking the Banjo Boat for a spin down the river? Or how about taking to the air in the Banjo Copter or Banjo Plane? Evil Gruntilda the witch even has her own way of getting around – the Grunty Coco-Carrier. The fun you can have with this game is virtually endless!



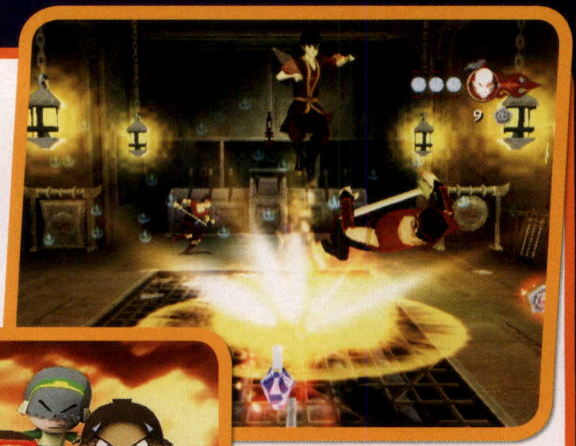
formula, but one that we all know works well. The team has thought about the difficulty levels, too. If you're not up to creating your own vehicles, there are plenty of 'off the peg' numbers that you can jump right in to and take off. Some of these will need you to spend some of the musical notes you've collected, while others are free of charge.

If you've got an Xbox 360 hooked up to Xbox Live then you're in for a treat. You can share vehicles with other gamers all over the world through the Banjo-Kazooie Blueprint system, plus you can play co-operative multiplayer games via Xbox Live or go head-to-head in an intense face-off. Not had enough Banjo yet?

Well developer Rare has also delved into its back catalogue and are releasing the original *Banjo-Kazooie* game on Xbox Live. What's more, the better you do in *Nuts & Bolts*, the more content you will be able to access in the old game. How cool is that?

With crazy characters, from Mumbo Jumbo, Captain Blubber, the Jinjos and Piddles, to our heroes Banjo and Kazooie (don't forget the nasty Gruntilda), as well as more options and bolt-ons (get it?) that we've seen for a long time, *Banjo Kazooie: Nuts & Bolts* is what you need to be playing this Christmas. Superb stuff!

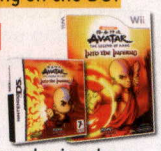
Avatar: The Legend of Aang – Into the Inferno



Check out Aang and his gang in full 'big head' mode from the DS game.

Format DS, Wii, PS2 • **Price** £24.99-£29.99
Publisher PlayTHQ • **Game type** Adventure
Release Out now • **Info** Cartoony on the DS!

Aang and his gang must join forces against Fire Lord Ozai. Do they have what it takes?



The Fire Nation has devised a plot to use the power of Sozin's Comet to bring down devastation upon the rest of the world, and its fate lies in the hands of only a few young, brave heroes in Aang and his friends. *Into The Inferno* gives you the chance to help them as they prepare for the ultimate showdown against Fire Lord Ozai and his fearsome army that will ultimately decide who will win the great 100-year-old war. Packed with combat moves that fans will recognise from the cartoon on TV, and with the ability to manipulate the environment with advanced bending moves, *Avatar* fans will go crazy for this game.

The home console and handheld DS games are quite different visually, with the DS going with a large-head cartoony style while Wii and PS2 stay faithful to the cartoon's style. Whichever one you choose though, you're in for an *Avatar* treat. Fans will recognise Katara's Ice Bridge ability that returns for these games, while Sokka's Boomerang can be used to break tough objects out of reach. Toph can earthbend platforms so that gaps with spikes below can be negotiated, too. If you're an *Avatar* fanatic, these games should already be on your wish list!

+Points A new *Avatar* game is always welcome as they perfectly capture the essence of the TV cartoon and are packed with action.
-Points The only downside is that if you want to see both graphical styles, you'll have to buy the DS game, too!
Final comments A perfect piece of *Avatar* action, no matter which console you own.

9/10

POKÉRATING

LEGO Batman: The Videogame

It doesn't really matter who the character is, they always look great in Lego form!

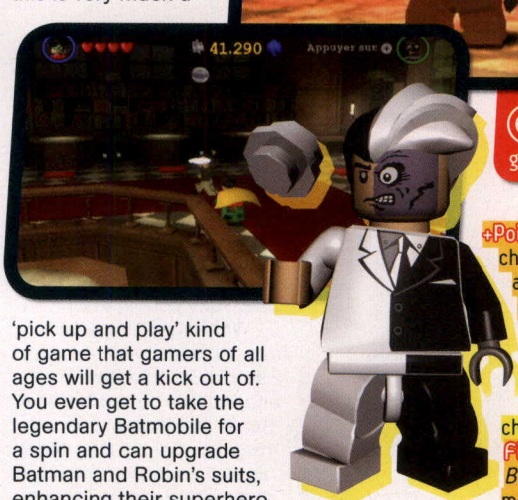
Format All consoles • **Price** £24.99-£39.99
Publisher Warner Bros • **Game type** Adventure
Release Now • **Info** Lego alive!

Dinner, dinner Batman! Let the caped crusader on to your console today!

Lego is brilliant. No matter what age you are you can have fun with those tricky little plastic bricks. And it's this sense of fun that comes to mind whenever we see a new *Lego* videogame. You can combine Lego with any top movie brand and make a fun game that will draw in the crowds – *Star Wars*, *Indiana Jones* and now *Batman*.

There are bad things going on in Gotham City once again. The most nasty criminals the world has ever seen have broken out of the Arkham Asylum and are on the rampage, and only Batman and Robin can stop them. Or, if you're feeling wicked, you can flip the game on its head and take on the role of one of the bad guys – The Joker, Mr Freeze, Two-Face and Harley Quinn to name just four – and go after Batman and Robin instead!

With an original storyline to enjoy and featuring co-op multiplayer options, this is very much a 'pick up and play' kind of game that gamers of all ages will get a kick out of. You even get to take the legendary Batmobile for a spin and can upgrade Batman and Robin's suits, enhancing their superhero powers. Whether it's the handheld or home versions you're interested in, these *Lego Batman* games are truly wonderful and highly recommended!



+Points Packed with exciting *Batman* characters that you will want to play with all created in a nifty Lego style, plus an original storyline to keep every *Batman* fan happy!
-Points Some of the controls could have been planned out a bit better. We found getting into vehicles and swapping characters soon got us annoyed!
Final comments Well it's *Batman* and it's Lego. What more could you want for a fun night in with your Wii, DS or PlayStation 2?

9/10

POKÉRATING

SpongeBob SquarePants featuring NickToons Globs of Doom

Format DS, PS2, Wii • Price £19.99-£29.99
Publisher PlayTHQ • Game type Platform
Release Out now • Info Bikini bottom laffs!

Join Spongebob and his Nickelodeon pals as they battle to defeat the Globs of Doom!

Spongebob is back on a console near you, and this time he has brought lots of other stars of NickToons along for the ride! *Globs Of Doom* boasts ten playable characters in total, with many iconic Nickelodeon locations like Retroville, Amity Park and Bikini Bottom packed into the games. You get to mess around with all kinds of special gadgets as you play as either the hero or villain of the story, with the ultimate goal being to defeat the evil Morphoids.

The cool thing is that the heroes and villains must team up if they are going to defeat the big boss, with the game encouraging co-operative play. You can even combine gadgets to perform super combo attacks, essential for increasing your firepower.

The colourful worlds from the Nickelodeon TV shows come to life beautifully on Wii and PlayStation 2.

While there's not much difference between the PS2 and Wii games (as you can see from the screenshots), the DS one is a joy to behold on its own. Excellent cartoon graphics and a game packed with surprises lies in store!

+Points Loads of cool characters from NickToons in one great game!
-Points Err, not much!
Final comments *Spongebob* games have never looked so good. Give this a go!

9/10

POKÉRATING

Tak and the Guardians of Gross

Format Wii, PS2 • Price £19.99
Publisher PlayTHQ • Game type Adventure
Release Now • Info NickToons fun!

Grab your joypad and get ready for some top adventure action!

As the keeper of the power of Juju, it's Tak's responsibility to care for the sacred Juju shrines. Unfortunately, Tak accidentally frees the four Grosstrosities – Stink Giant, Slime Giant, Landfill Giant and Molten Cheese Giant who were trapped in the shrine.

These giants were trapped because they were so disgusting that they were just too gross to walk the Earth. Tak must seek the help of four new Jujus in order to defeat the Big Gs before they cover the world in their stinky foulness.

For those who don't already know, *Tak And The Power Of Juju* is a top Nickelodeon TV show, and that's where this little chap comes from. In these colourful adventures on PS2 and Wii, Tak can perform all kinds of acrobatics – running on walls, sliding on poles and swinging on vines. There's also a neat J-Runner jeep section where you get to race through the jungle, boss battles to play through and lots of magic spells to collect along the way! All this plus plenty of mini-games to keep both fans of the cartoon or platform game lovers coming back for more. *Tak And The Guardians Of Gross* is well worth checking out.

Each level gives Tak a wide expanse to explore with vines, traps, platforms and loads of enemies!

+Points It's like the Nickelodeon cartoon show come to life on your console. Colourful graphics galore!
-Points If you've played one of the previous *Tak* games, this offers much of the same.
Final comments At a low price point, this new *Tak* release is well worth the dosh!

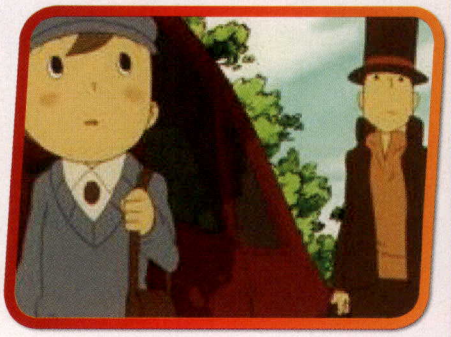
8/10

POKÉRATING

ALSO AVAILABLE THIS MONTH...

Professor Layton And The Curious Village

Format Nintendo DS • Price £29.99
Publisher Nintendo • Game type Adventure
Release 7 November • Info Hmm, puzzling!



In the curious village of St Mystere, townsfolk speak to each other in riddles, lock their doors with sliding puzzles and hide their secrets within brainteasers. When a wealthy baron passes away, his will reveals a hidden treasure tucked away somewhere inside the village. Now it's up to Professor Layton to untangle St Mystere's riddles and puzzles, find the hidden treasure and crack the case. In this unique DS game you will tackle more than 130 puzzles as you unravel the mysteries of the village. Challenges range from mazes and riddles to logic and sliding puzzles.

The Legend Of Spyro: Dawn Of The Dragon

Format All consoles • Price £34.99-£49.99
Publisher Activision • Game type Adventure
Release 21 November • Info Dragons... cool!

It's the final game of the *Spyro* trilogy, and this time players will find Spyro teaming up with an unlikely ally – Cynder, his former arch nemesis, to face his most challenging mission to date. As the Dark Master's evil takes over the whole world like a plague, Spyro must fulfil his destiny and unlock the true power of the purple dragon within him to stop the Dark Master in his tracks. The game includes two elements never before seen in the *Spyro* universe: fly at any time and drop-in/drop-out co-op with Cynder. Both characters can complete the game separately as well.

Kung Fu Panda: Legendary Warrior

Format DS, Wii • Price £29.99-£34.99
Publisher Activision • Game type Fighting
Release 14 November • Info Nimble bears!

Yee-arr kung fu! Fancy some fighting action with some cool-looking movie animals? Well Activision has gone and put together two Nintendo-exclusive *Kung Fu Panda* games for you this Christmas. To be a kung fu master you must be brave, fast, powerful and have a stomach for adventure – and this panda has it all! With nifty special moves, smashing action sequences and 13 levels to play through with favourite characters including Po and Shifu, there's lots for fans of the movie here. The multiplayer battles and mini-games will keep you busy for ages!

Animal Crossing: Let's Go To The City

Format Wii • Price £39.99
Publisher Nintendo • Game type RPG
Release 5 December • Info The Wii Xmas hit!

Pack your bags and take a trip to the city as *Animal Crossing* comes to Wii! In a new instalment to the popular series, *Animal Crossing: Let's Go To The City* not only gives players the chance to create their own perfect life in the country, but also introduces an exciting new city area to explore! With many new features such as the new Wii Speak accessory that enables you to chat with other players in the game, pack up your fishing rod and get ready to create your ideal *Animal Crossing* world full of fun and engaging gameplay that we know you're just going to love!

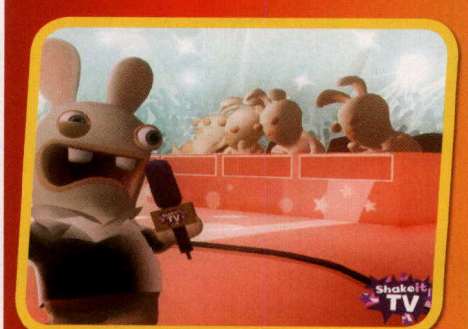
Sonic Unleashed

Format PS3, Xbox 360, Wii, PS2 • Price £19.99-49.99
Publisher Sega • Game type Adventure
Release 30 November • Info Sonic's big Christmas game!

Sonic is on a race against time... as the sun sets, a new adventure awakens! *Sonic Unleashed* will launch players on a revolutionary high-speed adventure through a world torn by chaos. Powered by the all-new 'Hedgehog Engine', *Unleashed* merges classic *Sonic* gameplay with the latest in next-generation innovation. It launches players on a journey across the globe and merges blistering 2D action with picturesque 3D environments. *Sonic Unleashed* delivers an expansive world with seamless 3D-to-2D transitions and branching pathways, as well as dynamic viewpoints and enhanced speed.

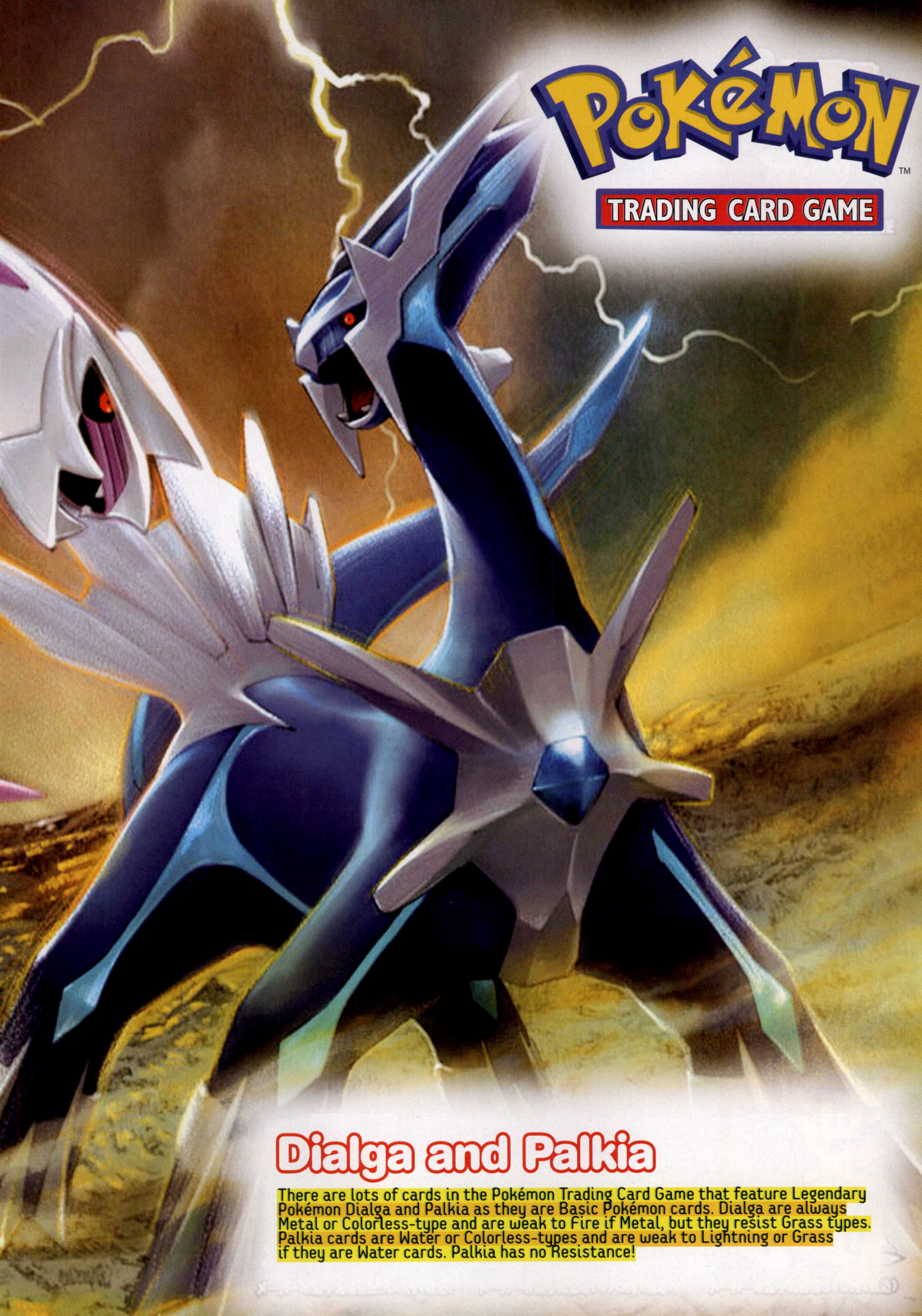
Rayman Raving Rabbids TV Party

Format DS, Wii • Price £29.99 - £39.99
Publisher Ubisoft • Game type Party
Release 14 November • Info Rabbit fun galore!



Following the tradition of *Rayman Raving Rabbids* games showcasing fun and clever use of the Wii controllers, *Rayman Raving Rabbids TV Party* features the Wii Balance Board accessory. The Rabbids have invaded televisions worldwide, providing you with a variety of games and comedy exploits spoofing TV shows, pop culture and even advertisements. Both the Wii and DS games are packed with cool mini-games that the whole family will enjoy. This could be the perfect game to get around the TV screen this Christmas for some waggling and balancing fun!

POKÉMON
WORLD



Dialga and Palkia

There are lots of cards in the Pokémon Trading Card Game that feature Legendary Pokémon Dialga and Palkia as they are Basic Pokémon cards. Dialga are always Metal or Colorless-type and are weak to Fire if Metal, but they resist Grass types. Palkia cards are Water or Colorless-types and are weak to Lightning or Grass if they are Water cards. Palkia has no Resistance!

MONSTER
LAB

WITH OVER 100 MILLION MONSTER COMBINATIONS, WILL YOU CREATE THE ULTIMATE MONSTER?

WWW.MONSTERLABTHEGAME.COM

7+
www.pegi.info

PlayStation 2 Wii NINTENDO DS eidos

3+
www.pegi.info
TEAM-UP WITH YOUR FAVOURITE POKéMON TO SAVE ALMIA!
nintendo Wi-Fi connection

USE THE STYLUS TO CAPTURE NEW POKéMON !

NINTENDO DS Lite

The Pokémon Company

TOUCH

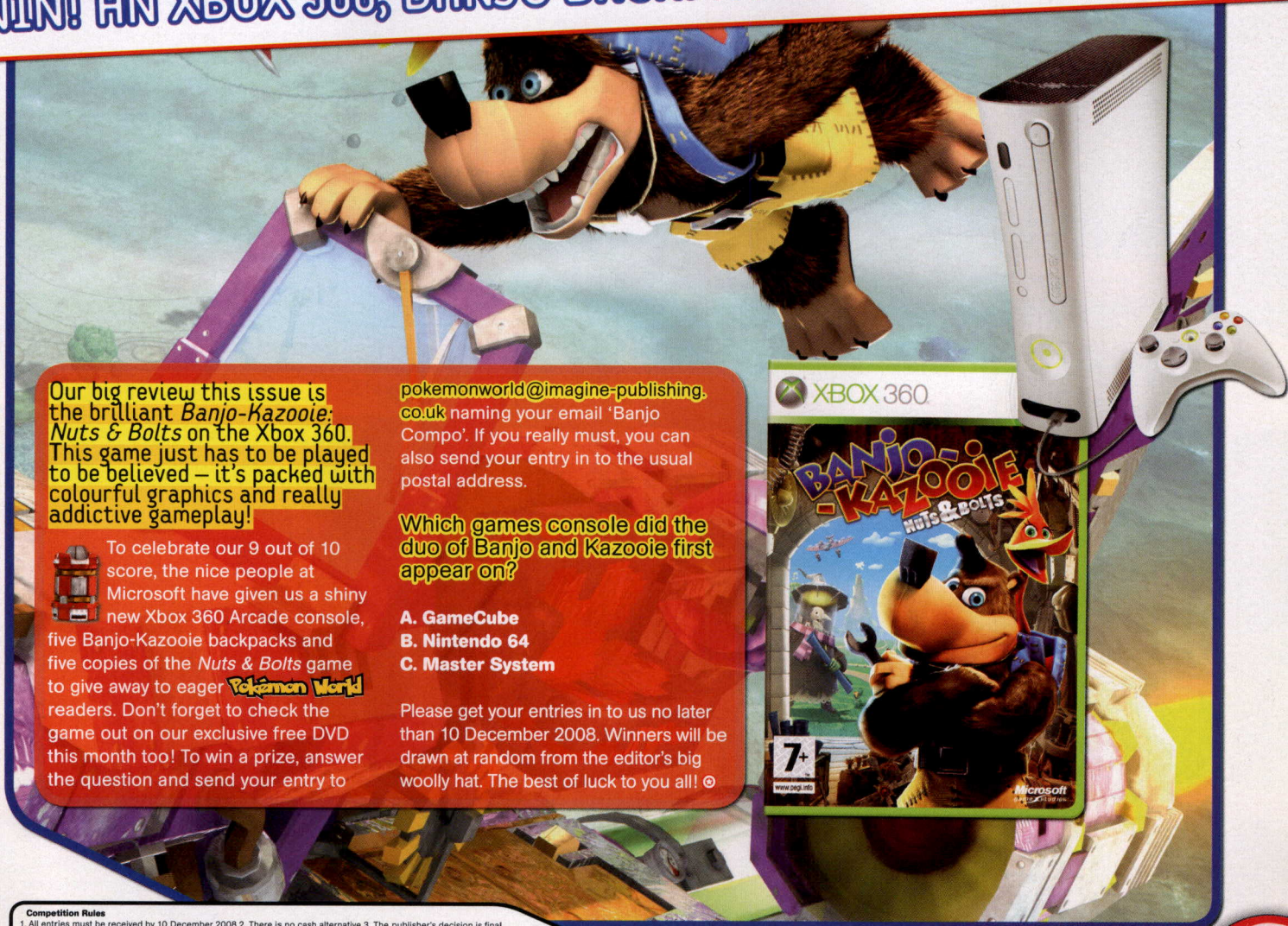
Get ready for a wild life as a Pokémon Ranger! In the all-new region of Almia, a mysterious evil is seizing control of Pokémon minds. As a Ranger entrusted with protecting Pokémon, you must use your capturing skills – simply by using the stylus – to build a powerful Pokémon team and defeat the Shadows of Almia!

POKÉMON
WORLD

njo-Kazooie is a registered trademark of Microsoft Corporation & Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation

WIN! WIN! WIN!

WIN! AN XBOX 360, BANJO BACKPACKS & GAMES GALORE!



Our big review this issue is the brilliant *Banjo-Kazooie: Nuts & Bolts* on the Xbox 360. This game just has to be played to be believed – it's packed with colourful graphics and really addictive gameplay!

To celebrate our 9 out of 10 score, the nice people at Microsoft have given us a shiny new Xbox 360 Arcade console, five Banjo-Kazooie backpacks and five copies of the *Nuts & Bolts* game to give away to eager Pokémon World readers. Don't forget to check the game out on our exclusive free DVD this month too! To win a prize, answer the question and send your entry to pokemonworld@imagine-publishing.co.uk naming your email 'Banjo Compo'. If you really must, you can also send your entry in to the usual postal address.

Which games console did the duo of Banjo and Kazooie first appear on?

A. GameCube
B. Nintendo 64
C. Master System

Please get your entries in to us no later than 10 December 2008. Winners will be drawn at random from the editor's big woolly hat. The best of luck to you all!

Competition Rules
1. All entries must be received by 10 December 2008 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

GUINNESS WORLD RECORDS THE VIDEOGAME

Have you got what it takes to ride a unicycle down a race track while jumping hurdles? Well, there's only one way to find out!

Format Nintendo DS™ & Wii™ • **Price** £24.99
Publisher Warner Bros • **Game type** Mini-games
Release Out now • **Info** The only game with a fingernails challenge!

Dedication's what you need if you want to take on the challenge of breaking some of the world's most weird and wonderful records...

There can't be many readers out there that haven't at one time or another thought, "I bet I could pluck 100 turkeys in five minutes." If you're one of these then you are in luck! Warner Bros Interactive Entertainment has put together games for the Wii™ and Nintendo DS™ that will allow you to live out your wildest Guinness World Records™ breaking attempts without a single feather having to be ripped from a bird!

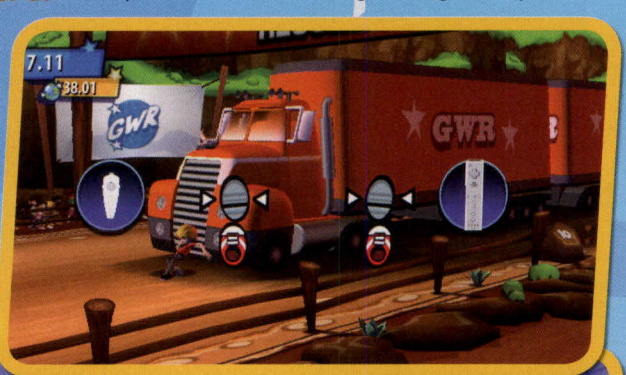
This is the first-ever official *Guinness World Records*™ game and has been put together by TT Games, the team behind the award-winning *Lego* games that we've all enjoyed so much.

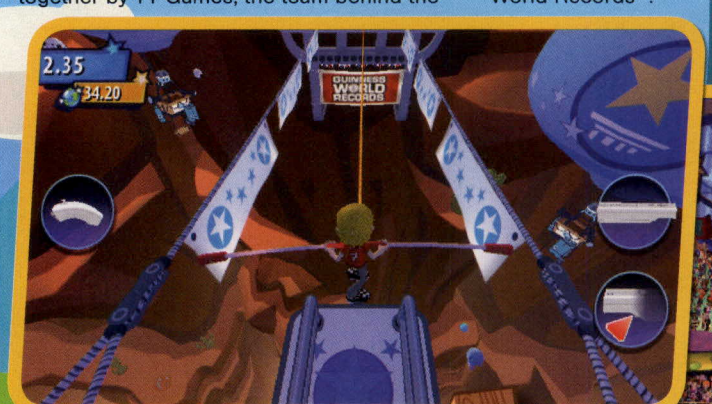
Guinness World Records™: The Videogame is essentially a collection of 36 mini-games, each of which has been created to make full use of the unique control methods enjoyed on Nintendo's consoles.

Centered on the wackier side of record breaking, you get to shear sheep, eat cockroaches, smash melons with your head, blow bubblegum bubbles, pull a truck and attempt the highest BMX jump to get your name into the book.

So you must become a master at waving your Wii Remote™ or handling your Nintendo DS™ stylus to show off to the world that you've got what it takes to become a record breaker. There's an online leaderboard with the best regional, national and world players displayed – your name will be up in lights and your scores will be officially recognised by Guinness World Records™.

This is a great game to gather the entire family around your Wii™ for. It's challenging enough to keep hardcore gamers happy, but easy to pick up and play for the novice players in your family. The perfect social game, and packed with fun and laughs along the way.





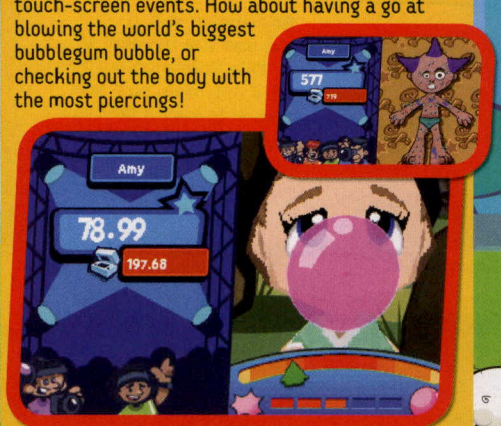
Using the Wii Remote™ and Nunchuk™ to great effect, the mini-games have you doing lots of weird and wacky things on your Wii™!

TAKE ON THE WORLD.

With cool cartoony graphics and bags of humour, *Guinness World Records*™ is a sure-fire hit!

NINTENDO DS™ RECORDS...

On the Nintendo DS™, *Guinness World Records™: The Videogame* has you turning your console onto its side and competing in all kinds of crazy touch-screen events. How about having a go at blowing the world's biggest bubblegum bubble, or checking out the body with the most piercings!



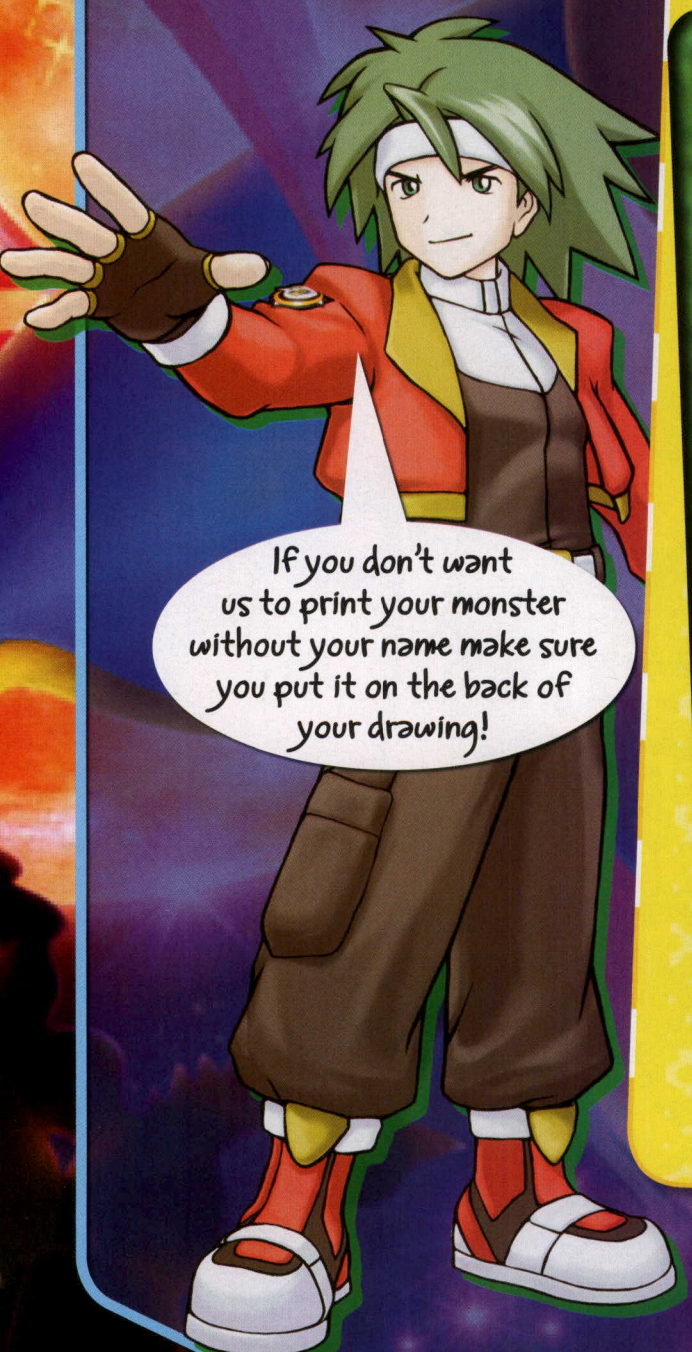
GUINNESS WORLD RECORDS THE VIDEOGAME

3+

© 2008 TT Games Publishing Ltd. ©2008 Guinness World Records Limited. WB SHIELD: ™ & © Warner Bros. Entertainment Inc.(s08). NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO

DESIGN A MONSTER!

Here they come – your mad monster creations hot from our bulging postbag! Want to see your monster on these pages? Post or email it in!

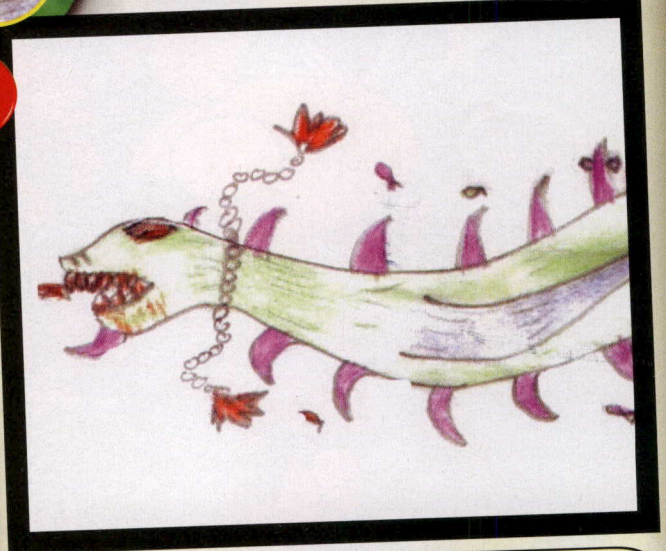


Monster of the month!

Evolution: **Darkrai, Palkia & Dialga**

Rossinator

1



Pokémon type: Electric/Water/Dark/Fire

Special attacks: Manic Munch, Beserk, Electric Shock, Slicer Dice

Rossinator is a Legendary Pokémon and the hardest to get in all the world. This Pokémon is found in the sea and there's only one, so if you kill it then it's extinct. It is over 1,000 years old and had evolved from Dialga, Palkia and Darkrai when they clashed!

Someone age 10, via email

Important
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

Evolution: None

Gongarini

2

Pokémon type: Dragon/Electric

Special attacks: Thunder, Hyper Thunder, Wing Spiral

Brief description: Gongarinis mostly live in a very hot and dark cave near volcanoes where thunder strikes a lot. It's a very dangerous place...

Daniel Beech, age 8, Bristol

DID YOU KNOW?
You can download new missions for the new Ranger game via Wi-Fi?

Evolution: None

Citats

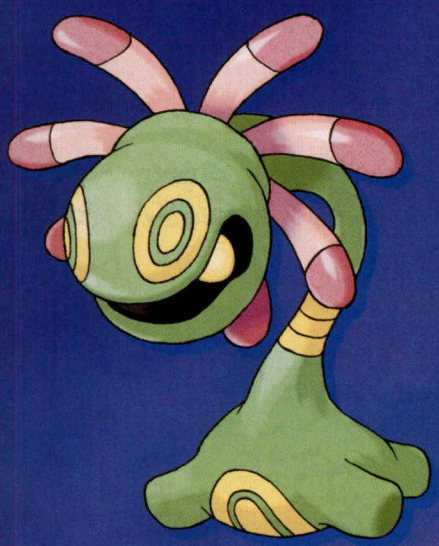
3

Pokémon type: Flying/Electric

Special attacks: Electric Wing Hold, Flying Wing Shocker, Lightning Stomp

Brief description: This Pokémon is very mysterious. Very little is known about it.

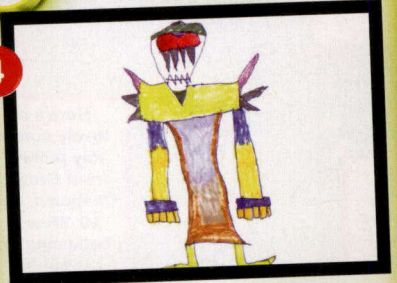
Luke Young, age 8, via email



Evolution: Breed Golem with Hariyama

Golshine

4



Pokémon type: Psychic/Fight/Ghost

Special attacks: Sucker Punch, Mach Punch, Psychic, Dig

Brief description: This Pokémon lives in another dimension and there is only one in the universe. You have to go to the moon with Deoxys and Jirachi with you to catch it.

Conor Hegarty, age 8 1/2, Derry

Evolution: None

Aot

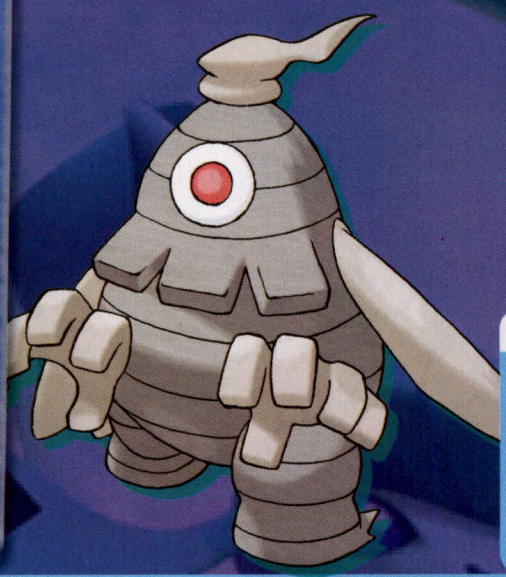
5

Pokémon type: Fire/Psychic

Special attacks: Unknown

Brief description: This is a rare Pokémon.

Ruairi Hegarty, age 6, Derry



Evolution: Give any Porygon a berry that a Lubatone has held

Porygon-Scope

6

Pokémon type: Grass/Normal/Rock

Special attack: Stone Storm, Blank Beam, Giga Impact

Brief description: This Pokémon can change colour from completely green to completely white. When it wants to be seen it is in both colours. Nobody knows why this is.

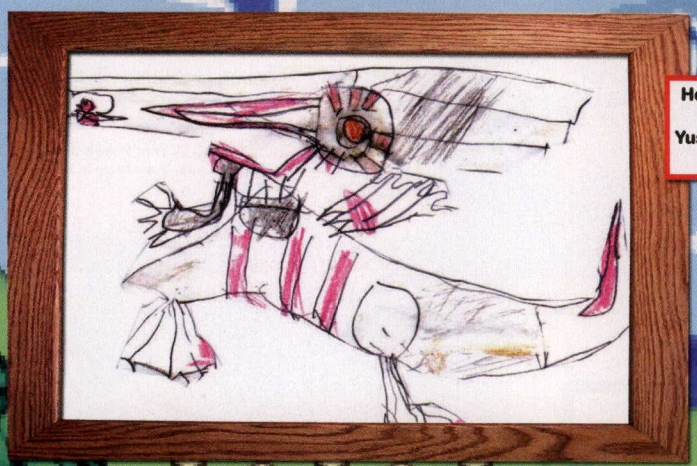
Freddie Abbot, age 9, Brighton

SEND IN YOUR CREATION...

If you've drawn a monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

Pika-Pics

Here's a look at the best from our Pokémon World picture postbag this month...

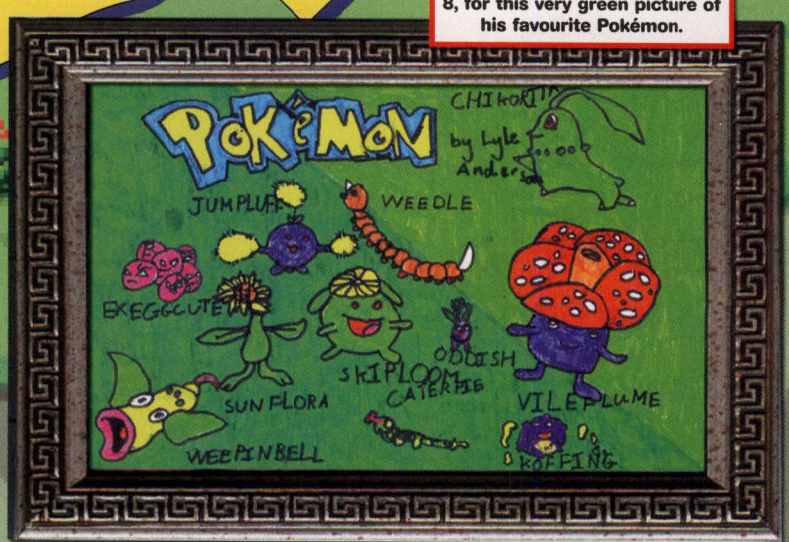


Here's a Legendary Pokémon from Yusuf Karaman. Nice pencil work!

Here's a lovely sunny day picture from Gregor Chapman, age 10. Mew is balancing on his bubble!

Wow, Katie Rooke, age 14, from Lincolnshire has got a great drawing style!

David Mathias, age 5, has done a great job of this pic showing Electivire fighting Pikachu.



Thanks to Lyle Anderson, age 8, for this very green picture of his favourite Pokémon.

Shieldon

National Pokédex No. 410

Type: ROCK STEEL Classification: Shield Pokémon

Height: 1' 08" Weight: 125.7 lbs Ability: Sturdy

Description: It tends to polish its face by rubbing it against tree trunks. It is weak to attacks from behind.

Arbok

National Pokédex No. 24

Type: POISON Classification: Cobra Pokémon

Height: 11' 06" Weight: 143.3 lbs Ability: Intimidate & Shed Skin

Description: The pattern on its belly is for intimidation. It squeezes foes while they are frozen in fear.

Misdreavus

National Pokédex No. 200

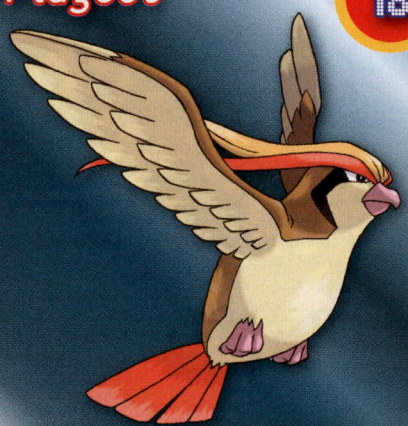
Type: GHOST Classification: Screech Pokémon

Height: 2' 04" Weight: 2.2 lbs Ability: Levitate

Description: It gets nourishment from fear that it absorbs into its red orbs. In daytime, it sleeps in darkness.

Pidgeot

National Pokédex No. 18



Type: NORMAL FLYING Classification: Bird Pokémon

Height: 4' 11" Weight: 87.1 lbs Ability: Keen Eye & Tangled Feet

Description: By flapping its wings with all its might, Pidgeot can make a gust of wind capable of bending tall trees.

Sunkern

National Pokédex No. 191

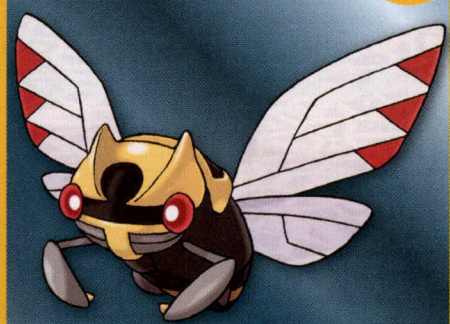
Type: GRASS Classification: Seed Pokémon

Height: 1' 00" Weight: 4.0 lbs Ability: Chlorophyll & Solar Power

Description: It suddenly falls out of the sky in the morning. A year after a cold summer, its population explodes.

Ninjask

National Pokédex No. 291



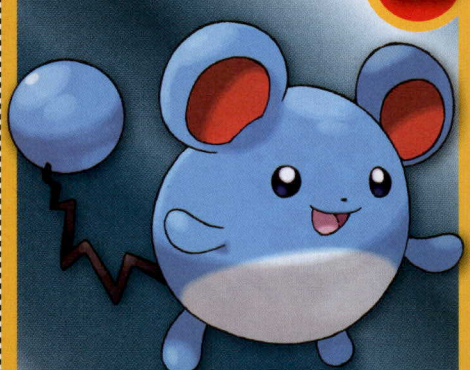
Type: BUG FLYING Classification: Ninja Pokémon

Height: 2' 07" Weight: 26.5 lbs Ability: Speed Boost

Description: Because it moves so quickly, it sometimes appears invisible. It congregates around tree sap.

Marill

National Pokédex No. 183



Type: WATER Classification: Aquamouse Pokémon

Height: 1' 04" Weight: 18.0 lbs Ability: Thick Fat & Huge Power

Description: The tip of its tail is filled with oil that is lighter than water, so it acts as a float.

Noctowl

National Pokédex No. 164

Type: NORMAL FLYING Classification: Owl Pokémon

Height: 5' 03" Weight: 89.9 lbs Ability: Insomnia & Keen Eye

Description: Its eyes are special. They can pick out objects as long as there is the tiniest amount of light.

Bastiodon

National Pokédex No. 411

Type: ROCK STEEL Classification: Shield Pokémon

Height: 4' 03" Weight: 329.6 lbs Ability: Sturdy

Description: Any frontal attack is useless. It is a docile Pokémon that feeds on grass and berries.

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 60 ATTACK 60 DEFENSE 60 SP. ATT 85 SP. DEF 85 SPEED 85

Anime: In the cartoon episode 'The Legend Of Thunder!' you will find a Misdreavus that is owned by Marina.

Location: This is a common Pokémon that you can find in the Eterna Forest or around the Night Tower at night-time.

Evolution:

Basic > Dusk Stone

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 85 DEFENSE 69 SP. ATT 65 SP. DEF 79 SPEED 80

Anime: Jessie had an Ekans that evolved into an Arbok. She set it free in the episode 'A Poached Ego'.

Location: You must use the dongle method with *FireRed* to get an Arbok into the Great Marsh of the DS games.

Evolution:

Basic > At Lv.22

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 30 ATTACK 42 DEFENSE 118 SP. ATT 42 SP. DEF 88 SPEED 30

Anime: There were four Shieldon Pokémon in the episode 'Ill-Will Hunting' owned by the Pokémon Hunter J.

Location: This Pokémon can be revived from an Armor Fossil in *Pokémon Diamond* or *Pearl*.

Evolution:

Basic > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 61 ATTACK 90 DEFENSE 45 SP. ATT 50 SP. DEF 50 SPEED 160

Anime: In 'The Princess And The Togepi' a chap called Colonel Hansen had two Ninjask that he used against a group of Pokémon Trainers.

Location: You will have to evolve yourself a Nincada if you want a Ninjask in your DS adventure games.

Evolution:

Basic > At Lv.20

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 30 ATTACK 30 DEFENSE 30 SP. ATT 30 SP. DEF 30 SPEED 30

Anime: There was a Sunkern Pokémon that made an appearance in the TV episode 'Moving Pictures'.

Location: This is a rare Pokémon in *Diamond* and *Pearl*. Use the PokéRadar on the Northern Route 204 to find out.

Evolution:

Basic > Sun Stone

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 83 ATTACK 80 DEFENSE 75 SP. ATT 70 SP. DEF 70 SPEED 91

Anime: Early on in his Pokémon journey, Ash captured himself a Pidgeotto. It left him to look after some Pidgey and Pidgeotto Pokémon, but Ash said he would return for it.

Location: Want one of these? Evolve yourself a Pidgeotto and it's yours!

Evolution:

Basic > At Lv.18 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 60 ATTACK 52 DEFENSE 168 SP. ATT 47 SP. DEF 138 SPEED 30

Trading Card Game: No anime appearances from this Pokémon yet, but there are three cards in the Trading Card Game – in Mysterious Treasures, POP Series 6 and Galactic's Conquest.

Location: Evolve yourself a Shieldon if you would like a Bastiodon, or trade for one if you are playing *Pokémon Platinum*.

Evolution:

Basic > Happiness

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 100 ATTACK 50 DEFENSE 50 SP. ATT 76 SP. DEF 96 SPEED 70

Anime: There was an episode called 'Fowl Play' where we first saw a Noctowl. There was a man trying to capture it with traps.

Location: A common Pokémon, try at Sendoff Spring at night, Lake Valor, Great Marsh, Mt Coronet, Acuity Lakefront and Routes 210, 211, 216 and 217.

Evolution:

Basic > At Lv.20

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 70 ATTACK 20 DEFENSE 50 SP. ATT 20 SP. DEF 50 SPEED 40

Anime: There was a Marill making Pikachu's life troublesome in the special short 'Pikachu's Vacation'.

Location: An uncommon Pokémon; try looking around the Great Marsh or the Trophy Garden if you need one for your collection.

Evolution:

Basic > Happiness > At Lv.18

Natu

National Pokédex No. 177

Type: PSYCHIC FLYING **Classification:** Little Bird Pokémon

Height: 0' 08" **Weight:** 4.0 lbs **Ability:** Synchronize & Early Bird

Description: It picks food from cactus plants, deftly avoiding buds and spines. It seems to skip about to move.

Flaaffy

National Pokédex No. 180

Type: ELECTRIC **Classification:** Wool Pokémon

Height: 2' 07" **Weight:** 29.3 lbs **Ability:** Static

Description: If its coat becomes fully charged with electricity, its tail lights up. It fires hair that zaps on impact.

Chimchar

National Pokédex No. 390

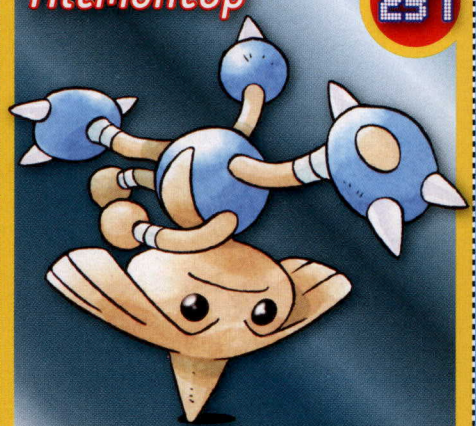
Type: FIRE **Classification:** Chimp Pokémon

Height: 1' 07" **Weight:** 14.0 lbs **Ability:** Blaze

Description: Its fiery rear end is fueled by gas made in its belly. Even rain can't extinguish the fire.

Hitmontop

National Pokédex No. 237



Type: FIGHT **Classification:** Handstand Pokémon

Height: 4' 07" **Weight:** 105.8 lbs **Ability:** Intimidate & Technician

Description: It fights while spinning like a top. The centrifugal force boosts its destructive power by ten.

Cranidos

National Pokédex No. 408

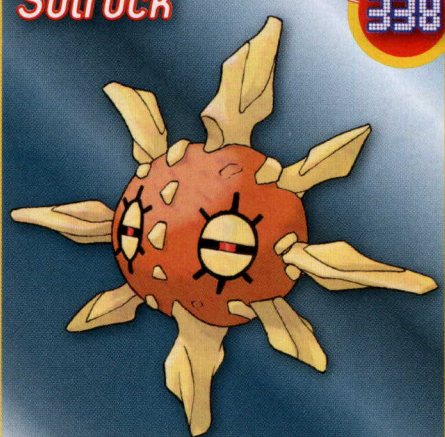
Type: ROCK **Classification:** Head-butt Pokémon

Height: 2' 11" **Weight:** 69.4 lbs **Ability:** Mold Breaker

Description: It was resurrected from an iron ball-like fossil. It downs prey with vicious head-butts.

Solrock

National Pokédex No. 338



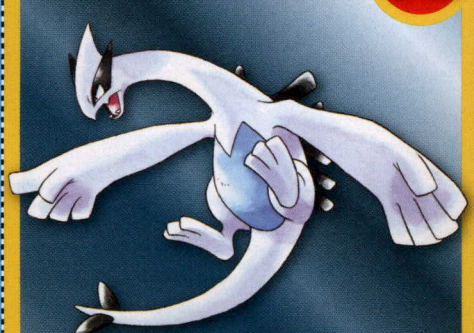
Type: NORMAL FLYING **Classification:** Meteorite Pokémon

Height: 3' 11" **Weight:** 399.5 lbs **Ability:** Levitate

Description: A new Pokémon species, rumoured to be from the sun. It gives off light while it spins.

Lugia

National Pokédex No. 249



Type: PSYCHIC FLYING **Classification:** Diving Pokémon

Height: 17' 10" **Weight:** 476.2 lbs **Ability:** Pressure

Description: It sleeps in a deep-sea trench. If it flaps its wings, it is said to cause a 40-day storm.

Rattata

National Pokédex No. 19

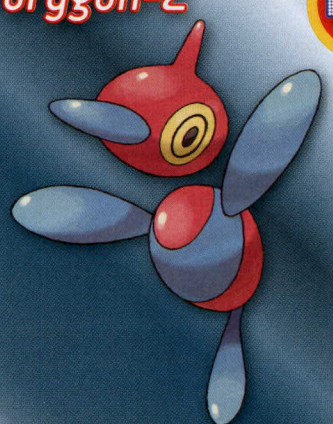
Type: NORMAL **Classification:** Mouse Pokémon

Height: 1' 00" **Weight:** 7.7 lbs **Ability:** Run Away & Guts

Description: Cautious in the extreme, its hardy vitality enables it to safely live in any kind of environment.

Porygon-Z

National Pokédex No. 474



Type: NORMAL **Classification:** Virtual Pokémon

Height: 2' 11" **Weight:** 75.0 lbs **Ability:** Adaptability & Download

Description: Additional software was installed to make it a better Pokémon. It began acting oddly, however.

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 44 ATTACK 58 DEFENSE 44 SP. ATT 58 SP. DEF 44 SPEED 61

Anime: You will find a Chimchar making its first appearance in the episode 'Following A Maiden Voyage' where it is teasing a Piplup.

Location: In *Diamond*, *Pearl* and *Platinum* Chimchar is a starter Pokémon given to you by Professor Rowan at either Lake Verity or Route 201.

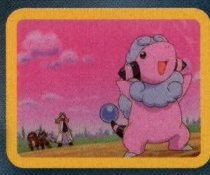
Evolution:
Basic > At Lv.14 > At Lv.36

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 70 ATTACK 55 DEFENSE 55 SP. ATT 80 SP. DEF 60 SPEED 45

Anime: In the movie 'Spell Of The Unown' there was a girl called Molly Hale who created a dream world, one of the Pokémon she dreams about is Flaaffy.



Location: The only way you're going to find a Flaaffy in your DS adventures is by checking out Route 222 with the PokéRadar.

Evolution:
Basic > At Lv.15 > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 40 ATTACK 50 DEFENSE 45 SP. ATT 70 SP. DEF 45 SPEED 70

Anime: This is a Pokémon with its name in an episode. Check out 'Doin' What Comes Natu-rally!' to see lots of these.

Location: This is a swarm Pokémon. Try looking around Route 224 or in the Pal Park Forest if you have transferred one from a previous game.

Evolution:
Basic > At Lv.25

Sprite: From *Diamond & Pearl*

Sprite: From *Emerald*

Base statistics:
HP 70 ATTACK 95 DEFENSE 85 SP. ATT 55 SP. DEF 65 SPEED 70

Anime: A drought in a village was blamed on a Wild Solrock in the episode 'Take The Lombre Home'. It turned out to be Team Rocket stealing the water!

Location: Use the Dongle method with *Ruby* to find a Solrock at Turnback Cave, Verity Lakefront, Lake Verity, Lake Acuity, Lake Valor, Mt Coronet or Sendoff Spring.

Evolution:
Basic

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 67 ATTACK 125 DEFENSE 40 SP. ATT 30 SP. DEF 30 SPEED 58

Anime: Roark owns a Cranidos and you can see him with it in the episodes 'A Gruff Act To Follow' and 'Shapes Of Things To Come'.

Location: In *Pokémon Diamond* and *Pearl* you need to revive a Cranidos from a Skull Fossil. You will have to trade to get one in *Pokémon Platinum*.

Evolution:
Basic > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 50 ATTACK 95 DEFENSE 95 SP. ATT 35 SP. DEF 110 SPEED 70

Anime: The special short 'Pikachu & Pichu' saw a Mitmontop making its anime debut.

Location: Evolve yourself a Tyrogue to add a Hitmontop to your National Pokédex.

Evolution:
Basic >At Lv.20 (Attack = Defense)

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 85 ATTACK 80 DEFENSE 70 SP. ATT 135 SP. DEF 75 SPEED 90

Anime: It is unlikely that Porygon-Z will appear in the *Pokémon* anime, as when Porygon appeared in 'Electric Soldier Porygon' in Japan, 700 kids had fits watching the strobe effects.

Location: The only way to get a Porygon-Z is to evolve a Porygon2.

Evolution:
Basic > Trade with Upgrade > Trade with Dubious Disc

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 30 ATTACK 56 DEFENSE 35 SP. ATT 25 SP. DEF 35 SPEED 72

Anime: There was a Rattata in the very first episode of the *Pokémon* cartoon. It tried to steal food from Ash's bag. It's called 'Pokémon I Choose You!', but you knew that.

Location: These are common Pokémon. Try around Routes 225 and 226 where you will find them hiding in the grass!

Evolution:
Basic > At Lv.20

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 106 ATTACK 90 DEFENSE 130 SP. ATT 90 SP. DEF 154 SPEED 110

Anime: There was a very large Lugia in *Pokémon The Movie 2000: The Power of One*. In fact in Japan the movie was called *Lugia's Explosive Birth*!

Location: There are no Lugia Pokémon in the DS adventures. You will have to transfer one via the Pal Park where it will appear in the Mountain.

Evolution:
Basic

Shake up your Wii!

Pokémon TRADING CARD GAME

New rules to learn...

New rules for 'best-of-three' at Pokémon Organised Play premier events

There has been a big change in the way Pokémon Organised Play premier events are run. In the future, tournaments such as Battle Roads and City Championships will be based on best-of-three matches. This means you will normally have to win two out of three games to win your match. Where time is called before an outright winner can be determined, the following rules will apply...

- If one player was late to the match or was away from the match without a Judge giving his or her permission for any period of time during the round, that player loses the match.
- If neither player was late or away from the match for any period of time, the judge will then determine the winner of the current game in the following manner...
- If time is called during game one, the player with the fewest Prize cards remaining wins the game. If the players are tied on Prize cards, the game continues until a Prize card is drawn. The player drawing the next Prize card is considered the winner of that match.
- If time is called during game two, and at least four Prize cards have been taken by one player, the player with the fewest Prize cards remaining wins the game.
- If the players are tied on Prize cards, the game continues until a Prize card is drawn. The player drawing the next Prize card is considered the winner of that game. If this results in one player having won more games in the match than the other, the player who has won the majority of the games wins the match.
- If this results in both players having won the same number of games in the match, proceed to the final tiebreaker.
- If fewer than four Prize cards have been taken by one player, the game is considered incomplete, and the winner of game one wins the match.
- If time is called during game three, the player with the fewest Prize cards remaining wins the game. If the players are tied on Prize cards, the game continues until a Prize card is drawn. The player drawing the next Prize card is considered the winner of that match.
- If the result of the previous tiebreaker is that both players have won the same number of games, a new game is started. Each player places only one Prize card, and the first player to draw his or her Prize card wins the match. This is often called a 'sudden death' match.

News from Japan...

Japanese website revisits 2008 PTCG World Championships

If you want to have a look back at some of the fun and frolics from this year's World Championships then check out world08.pokemon.co.jp, where you can get a look at Worlds again from the photos taken by the www.pokémon.co.jp team.

You do not need to speak Japanese to use the site and look at the photos there, and we spent a long tea break just marvelling at the flash animation. There are also sets of pictures for each of the top 16 matches in each of the three age groups. It should be enough pictures to keep the most avid fan occupied for a while! Just be patient and wait for the flash file to load, we guarantee it will be worth the short wait. And try clicking some of the photos on the main page, too (the ones that show up as a background behind the Enter button).

Decks are not all they seem...

Watch out for the 2008 Pokémon World Championship Decks

Due out on the 15 November 2008, these decks look like pretty nice stocking fillers for Christmas. Well, that's if you want to try out the tactics and strategy of the top players in the world! Play these decks with your friends, have some fun and see how the decks that took Worlds 2008 by storm work.

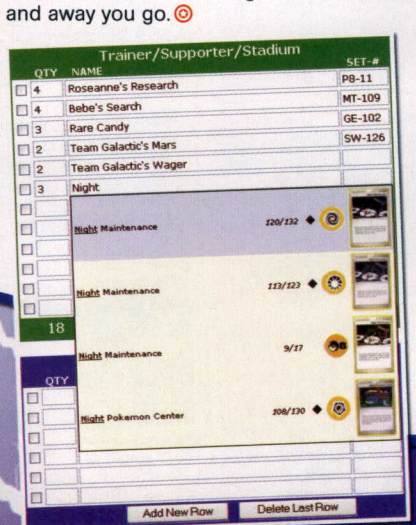
But before you buy or put them on your Christmas wish list, a word of caution: remember that all the Worlds Decks have different card backs to normal Pokémon Trading Cards and they are not legal in any Pokémon Organised Play tournaments!

Get ready for the City Championships...

Deck List program is an instant hit

Steve P from www.pokegym.net has come up with a great little program that you can access online to help you fill in deck lists ready for the upcoming City Championships.

Go to www.nancyweb.com/pokemon-decklist/pokemon.htm and it will take you to an online deck list that is fast and easy to complete. Use the drop-down menus to select the event type your deck list is for, give it a name in the Deck Registration Sheet box and away you go.



All you have to do is put how many of each card you want to use in the QTY (quantity) box, and then start typing the card name into the name box. As you type, images of cards will appear and you just select the card you want to add, it works just like predictive text on your mobile phone! The program even adds up the number of cards in your deck for you.

Give it a try, it is sure to make putting your deck list together so much easier, and the site is easy and quick to use.

Promos stateside...

Japanese movie promos have been seen in Walmart in the USA

Reports on www.pokegym.net have said the Japanese 11th Movie set of Pokémon TCG Cards available in US Walmart stores. As one pokegym member put it, "I went to my Walmart tonight and noticed they had one package containing one of the nine Movie Premier promo cards for the 11th Movie. It says it contains one Japanese movie promo card and five cards."

As far as Pokémon World is aware, this is the first time that a Japanese promo set has been available to buy off the shelf from a US store. It will certainly be interesting to see if these cards make it into UK Walmart subsidiary Asda!

The packs themselves have been put together by a US-based outfit called Legends. The company buys in cards from across the world and put a retail blister pack together from its stocks of exotic cards.

If you do see these packs in the UK, be careful, these are not Pokémon USA/ Nintendo blister packs, so we cannot guarantee the authenticity of the contents, but as far as we can tell from the US reports the cards inside the packs are real.

JAPANESE 11TH MOVIE PROMO CARD SET LIST

001 Shaymin of Icy Sky
002 Piplup
003 Pikachu
004 Magnezone
005 Giratina of Reverse World
006 Mamoswine
007 Shieldon
008 Dialga
009 Regigigas

POP 8 is looking like a tasty treat from top to toe!

If you want to grab some POP 8 cards, get down to your local Pokémon Trading Card Game league. You can find a list of leagues in the UK at www.op.pokemon-tcg.com/league/locator.

One of the newest UK Pokémon leagues listed is the Battle Front Pokémon league, and they meet every Friday from 7pm to 8.30pm at the Grove Youth Centre, New Street, Horsforth, Leeds, LS18. For more details contact the league leader Jaedon by phone on 0113 2580654 or email jaedon@talktalk.net

The energy cards do not carry the POP 8 promo symbol, but they do carry a set symbol and are marked ©2007 Pokémon/Nintendo. ◎

◎ POP 8 PROMOS

1/17	Heatran
2/17	Lucario
3/17	Luxray
4/17	Probopass
5/17	Yanmega
6/17	Cherrim
7/17	Carnivine
8/17	Luxio
9/17	Night Maintenance
10/17	Rare Candy
11/17	Roseanne's Research
12/17	Chimchar
13/17	Croagunk
14/17	Happiny
15/17	Piplup
16/17	Riolu
17/17	Turtwig

The latest UK releases...

New blister packs hit UK stores

Back on this side of the Atlantic, new promotional blister packs will have hit the stores by now with Diamond & Pearl promo card DP33 Dusknoir. These Stormfront blisters look to be good value and are certainly worth putting on your Christmas list. With earlier Diamond & Pearl boosters hard to come by and with previous blister packs containing sets no longer legal for Organised Play, these blisters come as a welcome return to good value and great contents. Well done Pokémon USA for finally dropping the EX sets from the blister packs! ◎

TRAINER
Night Maintenance
Search your discard pile for up to 3 in any combination of Pokémon and basic Energy cards. Show them to your opponent and shuffle them into your deck.

TRAINER
Rare Candy
Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

SUPPORTER
Roseanne's Research
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 2 in any combination of Basic Pokémon and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

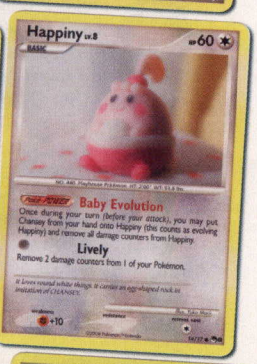
Pokémon Organised Play boosters

Are the POP 8 boosters great? You bet they are!

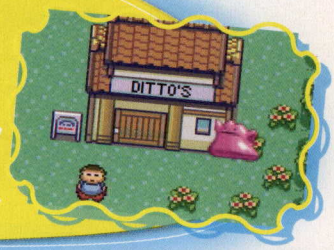
New Pokémon Organised Play Boosters (POP 8 Packs) have started appearing at leagues across the UK and they are proving to be some of the best POP packs we at Pokémon World have ever seen.

Now there is an easy way to get Dark and Metal basic Energy cards, and an easy way to grab yourself a Night Maintenance, Roseanne's Research or Rare Candy. Plus they are full of new Pokémon, too.

Check out our checklist for the set and some pics of the new POP 8 cards.



Ditto's Hot Pick



Pixies and Luxray

Two of the best from the autumn Battle Roads

After being squeezed out of the last issue, Ditto is back with two decks for you to consider from the Autumn Battle Roads. From Tom Hill, who roared into Normandy from the West Country to go undefeated and take the Masters top slot, we give you 'A pocket full of pixies' deck, and from the North London Battle Road, Ditto picked up on the perfect anti-pixies deck – Ben Ward's imaginatively titled second placed 'Luxray Deck'.

There is no doubt looking at the reports coming in from the autumn Battle Roads that decks based on Azelf, Misprit and Uxies, (usually called PixiesAMU or PUMA) are dominating the Pokémon Organised Play scene at the moment. Ditto was very impressed with the speed and power of Tom Hill's pixies deck, and the Luxray/Eeveelutions deck we have here for you is a big hitter against any decks that feature lots of Level X Pokémon.

Pixies, PUMA or AMU is named after the Pokémon and their Level X counterparts that form the core of the deck – that is Azelf, Mesprit, Uxie and sometimes Palkia and Mewtwo LV X.

The main aim of the deck is to build up a big hitter in the form of Mespirit LV X, which gives you the potential to do 200 damage in a turn for just two energy. You also get to use the attacks, Poké-Powers and Poké-Bodies of the other Pokémon and LV X Pokémon in the deck to help support and maintain the big hitting Mesprit LV X.

Once you have Azelf, Mesprit and Uxie in play you can give your pixies free retreat, get help with searching for and drawing cards, increase the energy needed by your opponent to attack and even prevent them using the same attack twice! Mewtwo LV X will help you with mirror matches and against any Big Basic Pokémon (BBP) decks, and while the pixies plunder, Palkia LV X together with the Warp Points and Switches will give this deck plenty of board control and the ability to level up quickly.

The deck uses Premier Ball and Night Maintenance to recycle Pokémon and energy from the discard pile. Premier Ball is a great card with the ability to get a Level X Pokémon from either the deck or the discard pile, and it has become a staple card in most decks running Level X Pokémon.

Energy Switch is another useful trainer in this deck, letting you move energy from one Pokémon to another, it means that you can even look to get two or more consecutive attacks out of Mesprit LV X! If you can't find a way to do that, just free retreat or use Switch/Warp Point and bring up Uxie and use 'Mind Off' for 30 damage and sleep. Then you will be ready to free retreat to Mesprit LV X, attach an energy next turn, switch an energy from Uxie and attack for 200 damage again.

The deck can even go into Mewtwo mode when playing against mirror match decks, where Mewtwo LV X with the Poké-Body 'Psybarrier' can prevent all effects of attacks, including damage done to Mewtwo LV X by your opponent's Pokémon that is not an evolved Pokémon. Remember that levelling up is not evolving, so the pixies, Palkia and Mewtwo in this deck are still basic Pokémon. Add in Mewtwo LV X's 'Giga Burn' attack for 120 damage, and the ability to suck up energy using the Majestic Dawn Mewtwo's 'Energy Absorption' attack and the deck has another awesome hitter.

One important thing to remember with this deck is that you need to use all your Poké-Powers and Poké-Bodies. If you do, we guarantee you will have fun while your opponent fumes.

A POCKETFUL OF PIXIES DECK LIST

16 Pokémon
- 1 x Azelf (Mysterious Treasures #4)
- 2 x Azelf (Legends Awakened #19)
- 1 x Azelf LV X (Legends Awakened #140)
- 1 x Mesprit (Mysterious Treasures #14)
- 1 x Mesprit (Legends Awakened #34)
- 2 x Mesprit LV X (Legends Awakened #143)
- 1 x Uxie (Mysterious Treasures #18)
- 1 x Uxie (Legends Awakened #43)
- 2 x Uxie LV X (Legends Awakened #146)
- 1 x Mewtwo (Majestic Dawn #9)
- 1 x Mewtwo LV X (Legends Awakened #144)
- 1 x Palkia (Majestic Dawn #11)
- 1 x Palkia LV X (Diamond and Pearl Promo #18)

30 Trainers
- 4 x Roseanne's Research
- 2 x Bebe's Search
- 4 x Premier Ball
- 3 x Cynthia's Feelings
- 2 x Snowpoint Temple
- 2 x Switch
- 1 x Warp Point
- 1 x Moonlight Stadium
- 4 x Energy Switch
- 2 x Night Maintenance
- 1 x Professor Rowan
- 4 x Professor Oak's Visit

14 Energy Cards
- 4 x Call Energy
- 10 x Psychic Energy

Just think how Azelf's 'Downer Material' Poké-Body adds one colourless energy cost to your opponent's attacks, while your other Azelf can use the Poké-Power 'Time Walk' to check your prize cards for any one Pokémon you may need and swap it with any one card from your hand. Then there is Mesprit, which can use its Poké-Power 'Psychic Bind' to prevent your opponent using the Poké-Powers on their Pokémon the turn following you playing it from your hand. While one Mesprit hinders your opponent, the other uses its Poké-Body 'Upper Material' to give your Azelfs, Mesprits and Uxies free retreat.

Finally, your Uxies have three useful Poké-Powers: Uxie from Mysterious Treasures has the 'Memory Out' Poké-Power that can prevent your opponent from using the same attack that damaged Uxie this turn on their next turn, while your Legends Awakened Uxie has the Poké-Power 'Set Up', so when you play it to your bench from your hand you can draw cards until you have seven of them in there. It's definitely one of the best ways to fill your hand back up.

And last but not least, your Uxie LV X has the Poké-Power 'Trade Off'. This Power enables you to look at the top two cards from your deck and choose one to go into your hand and the other to go on the bottom of your deck, it's a great way to help you top deck the cards you need when you really need them.

So there you have it, the first of Ditto's Hot Picks. If you can find the LV X cards to build this deck, we recommend you give 'pixies' a go at your next tournament, it's fast, furious and annoying for your opponents to play against.

If you just can't face joining the rush to use a pixie deck, you may want to play the deck that could be the antidote to them. Ditto spotted this next deck's potential to annihilate pixies. Say hello to Luxray...

LUXRAY VARIANT DECK LIST

21 Pokémon
2 x Baltoy - Great Encounters 60/106
2 x Claydol - Great Encounters 15/106
3 x Eevee - Majestic Dawn 62/100
2 x Leafeon - Majestic Dawn 7/100
1 x Leafeon LV X - Majestic Dawn 99/100
1 x Espeon - Majestic Dawn 18/100
4 x Shinx - Legends Awakened 118/146
2 x Luxio - Diamond and Pearl 52/130
4 x Luxray - Legends Awakened 8/146

24 Trainers
4 x Roseanne's Research - Secret Wonders
4 x Bebe's Search - Mysterious Treasure & Secret Wonders
3 x Cynthia's Feeling - Legends Awakened
2 x Team Galactic's Wager - Mysterious Tresures
1 x Felicity's Drawing - Great Encounters
4 x Rare Candy - Sandstorm, Emerald & Great Encounters
3 x Warp Point - Majestic Dawn
2 x Night Maintenance - Mysterious Treasures
1 x Premier Ball - Great Encounters

15 Energy Cards
2 x Grass Energy
3 x Multi Energy
10 x Lightning Energy

Luxray is a good choice for the player who wants to survive in a pixies and LV X-rich environment, where it can make full use of the 'Rivalry' Poké-Body, which adds an extra 50 damage to each of its attacks when your opponent has a LV X Pokémon in play.

So Luxray has the potential to do 90 damage and attach a lightning energy card from the discard pile for just two colourless energy by attacking with 'Plasma'. That sets Luxray up to use its 'Shock Bolt' attack the following turn and do up to 150 damage, although you will have to discard all lightning energy attached to it.

Even though the discarding of energy cards may seem harsh with any other basic energy attached, grass in this deck and another energy played from the hand mean Luxray can be using 'Plasma' again next turn and ready for another 'Shock Bolt' the turn after that! Some decks recycle energy from the discard pile by using the 'Energy Pick Up' trainer card, where if you successfully flip heads you can attach an energy card from your discard pile to one of your Pokémon, and others will use Rotom from the Majestic Dawn set where its 'Dual Trans' attack can search your discard pile for two energy cards and attach them to one of your Pokémon for no energy cost.

This particular variant of Luxray uses Night Maintenance to put up to three basic Energy cards and/or Pokémon in any combination from your discard pile back into your deck. Roseanne's Research will then help you find them in your deck, and by using the Power of Leafeon LV X we can attach two instead of one Energy a turn.

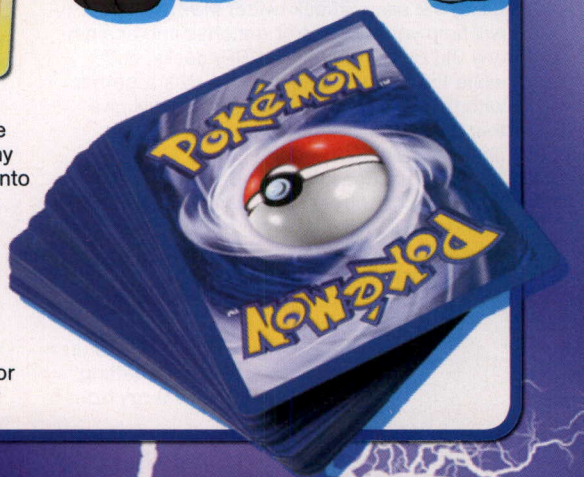
The Eeveelutions line give this a slight twist and a provide a Powerful grass-type attacker, too. Leafeon can use it's 'Bind Down' attack to do 30 damage for just one grass energy and it will stop your opponent from retreating their active Pokémon for a turn. The water resistance is also handy as Kingdra decks are as popular (if not more so) than pixies decks, see Ditto's previous Hot Picks for my take on a Kingdra deck.

SUPPORTER
Roseanne's Research
Search your deck for up to 2 in any combination of Basic Pokémon and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

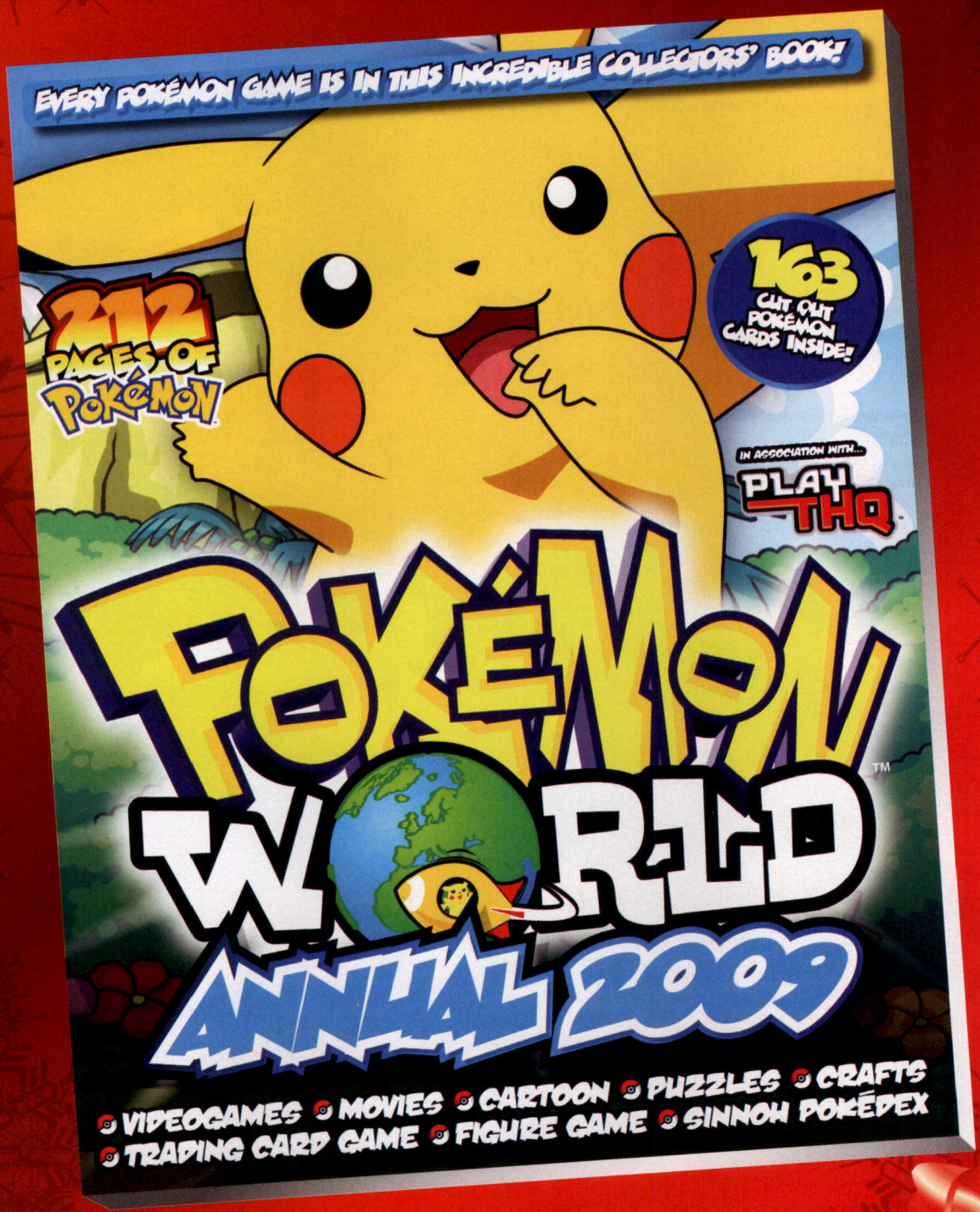
And from Leafeon we can level up to Leafeon LV X with its 'Energy Forcing' Poké-Power that lets us attach an extra Energy card from our hand to one of our Pokémon and its 'Verdant Dance' attack that does 30 damage plus ten more damage for each energy attached to all of your Pokémon.

With the addition of an Espeon to the deck we can give all of our Pokémon that have evolved from Eevee an additional 20 hit points, so for example, Leafeon LV X suddenly becomes a 130HP stage one Powerhouse!

So there you go, that is two Powerful decks for you to try your hand at, and all we have from Ditto for now. Next issue we will be looking at the new Stormfront cards in detail including a set checklist and Ditto's Hot Picks from the set. So make sure you look out for Pokémon World at your local newsagent or supermarket, or better still get someone to give you a subscription for Christmas and that way you can guarantee you will not miss an issue!



The Perfect Christmas Gift


EVERY POKÉMON GAME IS IN THIS INCREDIBLE COLLECTORS' BOOK!
212 PAGES OF POKÉMON
163 CUT OUT POKÉMON CARDS INSIDE!
IN ASSOCIATION WITH...
PLAY THQ
POKÉMON WORLD
ANNUAL 2009
VIDEOGAMES MOVIES CARTOON PUZZLES CRAFTS
TRADING CARD GAME FIGURE GAME SINNOH POKÉDEX

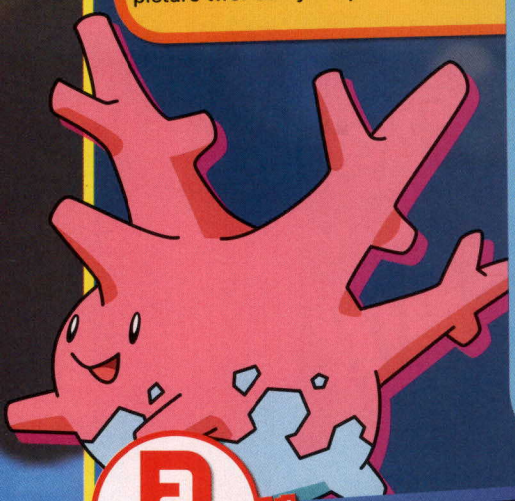
The ultimate Pokémon book
available now from **WH Smith**.
Or call direct on **+44 (0)1202 586200**

POKÉ PUZZLES

Shadows Of Almia spot the difference!

Take a look at these two pictures of the stars of the new *Pokémon* DS adventure *Pokémon Ranger: Shadows Of Almia*. We have cunningly made ten changes to picture two. Can you spot them all?

1 SPOT THE DIFFERENCE



2 SPOT THE DIFFERENCE

Dark-type shadows

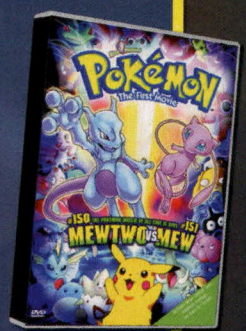
Do you reckon you could identify Pokémon in the dark? Well, here's your chance to shine. See if you can work out the names of these Dark-type Pokémon just from their shadows...

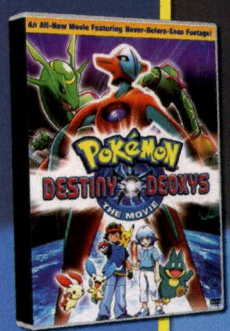
Pokémon Movie wordsearch!

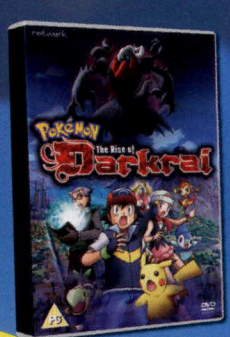
Think you know your *Pokémon* movies? Try to find these 20 words from the big screen *Pokémon* adventures in this cool wordsearch...

- ORIGINOFMEW
- MEWTWO
- STRIKESBACK
- POWEROFONE
- SPELLOFTHEUNOWN
- POKEMON
- HEROES
- JIRACHI
- WISHMAKER
- DESTINY
- DEOXYS
- LUCARIO
- MYSTERYOFMEW
- RANGER
- TEMPLEOFTHESEA
- THERISEOF
- DARKRAI
- GIRATINA
- BOUQUETOFTHESKY
- ASHKETCHUM

U R D E S T I N Y C L C M W O W G L W Q
Z W W G S M E W T W O C B E N N U U O H
L I R H L E A P J I R A C H I C Y E F D
H S F S Y X O E D R N O U X A Q R J P X
Y H Q B D E I R H C M X I R G H Q I A T
Y M Q Y I Z B V E U O M I J O X U T W N
V A R P Q I P K U H C O R E G N A R V S
N K I H V D G A S H K E T C H U M U Y P
O E R S A B O U Q U E T O F T H E S K Y
M R J B K G L F O E S I R E H T W O P D
E L Z N D S V Z S X T P E R P E Q I N C
K G A N I T A R I G B A N D A R K R A I
O S V M T S T R I K E S B A C K E S T J
P V D W T G Z B W E M F O N I G I R O Q
D U Y K E G W W E M F O Y R E T S Y M B
S S I S P E L L O F T H E U N O W N N U
P O W E R O F O N E Z R K N K L P M D M
G T K G P H A D M K S J A L E T D X Z X
D B Y R Y N H U U C Z I K M M M R K C I
T E M P L E O F T H E S E A W R D U J R



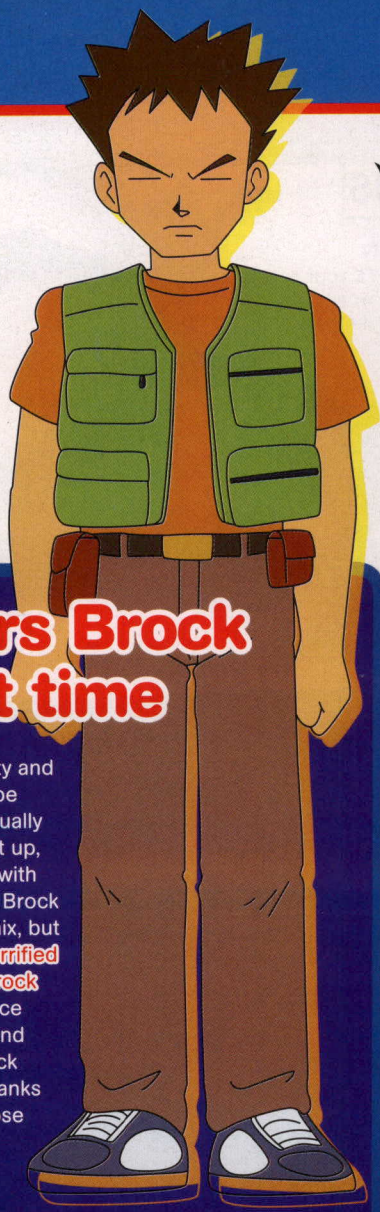




ANSWERS TO LAST ISSUE'S PUZZLES...

Platinum, The Torn World, Spear Pillar, Battle Frontier, Oreburgh Gym, The Elite Four, National Pokédex, Pokémon Center, Pikachu, Swarm, The Great Marsh, Global Trading System, Mystery Gift, Handsome, Pluto, Rotom, Giratina, Shaymin, Pal Park, Nintendo.

GREAT POKÉMON MOMENT



11 GREAT POKÉMON MOMENT

Ash encounters Brock for the first time

On arriving at Pewter City, Ash signs up for a Pokémon League Championship, but then learns that he must defeat eight Gym Leaders to qualify...

Right back at the start of Ash's adventures with Pokémon, we see the hero along with Misty and his trusty Pikachu reaching the end of Viridian Forest and arriving in Pewter City. They head for the local Pokémon Center where Ash is surprised to see Nurse Joy. Although it turns out that it's not the same nurse as in Viridian City, but her younger sister. Nurse Joy shows Ash a poster for the Pokémon League Championship and he immediately signs up, but then finds out that he must defeat eight Pokémon Gym Leaders first. A guy called Flint is nearby and laughs at the thought of Ash defeating Brock – he's the Gym Leader in Pewter City and is known to be tough! Eventually the two meet up, Ash fighting with Pikachu and Brock choosing Onix, but Pikachu is terrified of the giant rock snake! A fierce battle later and Ash has Brock defeated (thanks to a large dose of luck and a super-charged Pikachu!) and earns a Boulder Badge. Brock asks if he can join Ash on his Pokémon journey and the two become firm friends.

Keep a look out in the shops on 11 December for the new issue of your favourite Pokémon magazine!

POKÉMON WORLD

Write to us at...

Pokémon World
Richmond House
33 Richmond Hill
Bournemouth
Dorset
BH2 6EZ

Email us at...

pokemonworld@imagine-publishing.co.uk

Subscribe to us at...

www.pokemon-world.co.uk

Business Development Manager...

Nick Roberts

Sub Editors...

Sarah Slee, Dan Collins

Contributors...

Ben Ward and the Pokémon World readers!

Printed by...

William Gibbons
26 Planetary Road
Willenhall
West Midlands
WV13 3XT

Distributed by...

Seymour Ltd
2 East Poultry Avenue
London
EC1A 9PT
Tel: 0207 429 4000

Pokémon World is fully independent and is in no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers.

All copyrights and trademarks are recognised.

No part of this magazine may be reproduced without the written permission of the publisher.

Nintendo and Game Boy are registered trademarks of Nintendo of America.

Pokémon is ©1995-2008 Nintendo/Creatures Inc/ GAME FREAK Inc.

Crispy Chicken Publishing holds no responsibility for purchases made from companies advertising in this magazine.

CRISPY CHICKEN PUBLISHING

© Crispy Chicken Publishing 2008

Crispy Chicken Publishing is a trading name of Imagine Publishing Ltd

Cover image ©2008 Pokémon. ©1997-2008 Nintendo, Creatures, GAME FREAK, TV Tokyo, ShoPro, JR Kikaku. ©Pikachu Project 2007. Pokémon properties are trademarks of Nintendo.

STAR WARS™ THE FORCE UNLEASHED™

MAY THE FORCE BLOW YOUR MIND

UNLEASH EPIC FORCE POWERS

Use devastating combo attacks as you learn to master the Force.

DISCOVER THE UNTOLD STORY BETWEEN EPISODES III & IV

As Darth Vader's Secret Apprentice, seize your destiny to become the most powerful Jedi ever.

UNIQUE, LIFE-LIKE GAMEPLAY

Destructible environments and characters react differently every time.

OUT NOW

WWW.THEFORCEUNLEASHED.CO.UK

12 16+ www.pegi.info PlayStation 2 PLAYSTATION 3 PSP PlayStation Portable XBOX 360 LIVE Wii NINTENDO DS LUCASARTS

LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2008 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved. '', 'PLAYSTATION', 'PlayStation' and PSP are trademarks or registered trademarks of Sony Computer Entertainment. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies. NINTENDO DS, Wii AND THE Wii LOGO ARE TRADEMARKS OF NINTENDO. All other trademarks and trade names are the properties of their respective owners. All rights reserved.
Xbox360®, PLAYSTATION®3 - BBFC 12+ : PlayStation®2, PlayStation® Portable, Wii™ - PEGI 16+ : Nintendo DS™ - PEGI 12+

YOU'VE GOT 6 FANTASTIC WORLDS TO EXPLORE,
BUT AN UNLIMITED NUMBER OF WAYS
TO ENJOY THE RIDE.
BANJO-KAZOOIE
NUTS & BOLTS
7+
www.pegi.info
The dynamic duo are back in their most constructive adventure yet. Battling against the evil witch Gruntilda across 6 fantastic worlds, Banjo and Kazooie need you to help them build an amazing array of vehicles in order to overcome more than 150 challenges and secure the future of their homeland. It's going to be quite a ride.
Microsoft game studios
RARE
Jump in.
XBOX 360.